COLLECTOR'S 3-D ISSUE

Disney Adventures

THE MAGAZINE FOR KIDS

November 1992

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hello

Hey! We don't always look this weird. **OK, OK** so we do. But *this* time we have a reason. Our staff is **wild** for 3-D. The glasses are ***wicked cool,*** too, but we needed an excuse to wear them. So we decided to do this issue in 3-D.

Check out our major **3-D** extravaganza: puzzles; a contest with hidden **3-D** clues; a story that will make you bug-eyed; and a 3-D Darkwing Duck™ comic that will really let you see this terror flap in the night. Grab those glasses and don't forget to

Adventure On!

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Amy Cohen Frank Voci

ART PRODUCTION
Bonnie Anderson, Jennifer Egger

PHOTO EDITOR
Elizabeth Smith

EDITOR'S ASSISTANT
Krisy Reuter

ART ASSISTANT
Tammi Krekorian

BUSINESS

PUBLISHER
Lynn Lehmkuhl (212) 633-4464

EASTERN ADVERTISING MANAGER
Peggy Mansfield (212) 633-4463

ACCOUNT MANAGER
Mark Rizzuto (212) 633-4821

MARKETING SERVICES MANAGER
Diane Frank (212) 633 4484

LOS ANGELES, WESTERN AD MANAGER
Alex A Lilburn (818) 973 4133

MANAGER, SALES DEVELOPMENT
Chip Eickmann (407) 363 4924

MIDWEST AD REPRESENTATIVES
Christopher Schuba and Company
(312) 482 8099

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MARKETING SUPERVISOR
Victoria Nan

PRODUCTION MANAGER
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John Talbott

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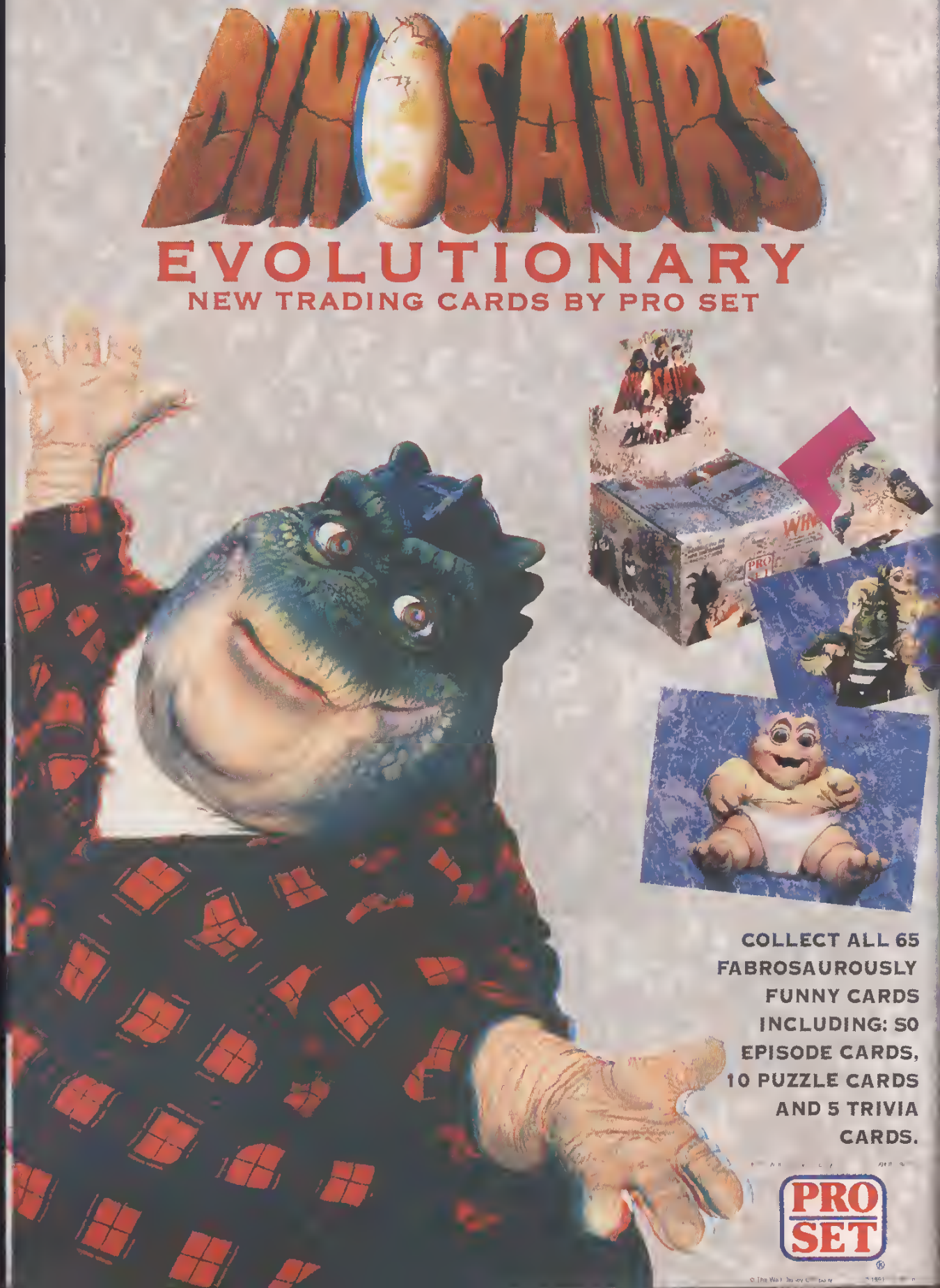
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Disney Adventures

Table of Contents November 1992

Zip Code

Your Letters and What's In, What's Out 4

Calendar

The Turkey "Olimpiks," Darkwing Duck Day and More 8

Ticket

Stars' Nicknames, Ann M. Martin and the Voices of *Aladdin* 11

Cover Story

DJ Jazzy Jeff and the Fresh Prince Talk Turkey 18

Page 18

Disney's Feature Comic

Page 24

Darkwing Duck "Son of the Return of the Revenge of the 3-D Man" 24

Big Adventures

THE UNEXPLAINED 35

Animals

Monster Hunter 48

Sports

BMX: Down and Dirty 52

Science

Joe Rocket's Mailbag 56

3-D Bugs 62

Weird Yet True 64

Page 35

Page 64

Comics

Goof Troop "Hamming It Up" 66

Ducktales "A Switch in Time" 82

Roger Rabbit "Mail Animal" 93

Goof Troop "No Excuse Is a Better Excuse" ... 97

Games, Puzzles and More Stuff

Scary Stories Contest Winner 98

Video Game Reviews 102

Card Shark: Slam Dunkin' B-Ball Cards 106

3-D Puzzles Plus 3-D Puzzle Contest 108

Page 52

I.D. Statement -Page 112

Zip Code

FOR GOODNESS SNAKES

I really loved your March magazine [the Candace Cameron issue] and I really loved the article about snakes. I read it over and over. My favorite snake is the cottonmouth, and I have seen a cottonmouth on the side of my house. I have been studying snakes for about five years.

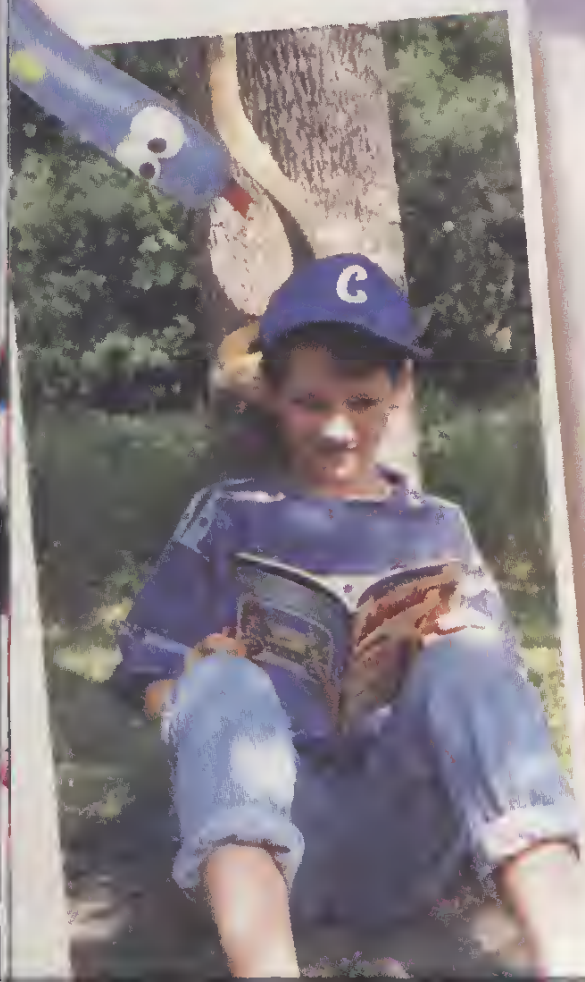
Justin Hamilton, 9
Tallahassee, Florida

I SAW A BEAR

I saw a bear.
A scary bear
He was big
And ferocious
And he had lots of hair

I said
I wouldn't be afraid of a bear,
Especially one with lots of hair,
But then I remembered then and there
That BIG, UGLY,
FERAOCIOUS BEAR
Has imaginary in my bedroom

Tyrrell Price, 9
West Palm Beach, Florida



THANKS, PEN PAL

My name is Ann. I am 12 years old. I like tae kwon do and speedskating very much. I live in Russia in Siberia! My pen pal Kelsie Wooten and her family sent me your magazine. I like it very much! I have seen many American movies. I am standing on the central square of Novosibirsk.

Ann Sojnikora, 12
Russia

Disney Adventures needs you! Send us your letters, poems, photos or drawings, and we might publish them! (Don't forget to include your age and phone number.) Mail them to: DISNEY ADVENTURES, Zip Code
500 South Buena Vista Street
Burbank, California 91521-6018.

THE TERROR THAT FLAPS IN THE CLAY

I like Darkwing Duck so I thought I would make a clay sculpture of him and take a picture of it.

Carly Moon, 12
Archdale, North Carolina

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ADVENTURES KNOWS BEST

I just got the "90210" Dylan doll yesterday and you were right—the Dylan doll *is* dating Barbie!

Brianna Chies
Coon Rapids, Minnesota

GIFT SHOP REQUIRED

My family and I visited Davy Crockett's birthplace in Tennessee. We had to drive back into the mountaintops. The cabin where he was born was about the size of an average kid's bedroom. Unfortunately, there was no gift shop so we drove back to our hotel.

Alexander Cristaudo, 10
Monroeville, New Jersey

WE GOOFED ADVENTURES OOPS!

CAR TROUBLE

In your August issue [the Rick Moranis issue], I picked up a mistake on page 63. You wrote about a Ferrari 512 TR. However, you pictured the Ferrari F40.

Jason Bonebreak, 14
Burbank, CA

We sure did park that Ferrari in the wrong spot! If you look on page 64, you'll see the real 512 TR parked next to the Ferraris list.

Illustration: Marc Brown
Photography: © E.K. Waller, 1992

Gallery

M-I-C-

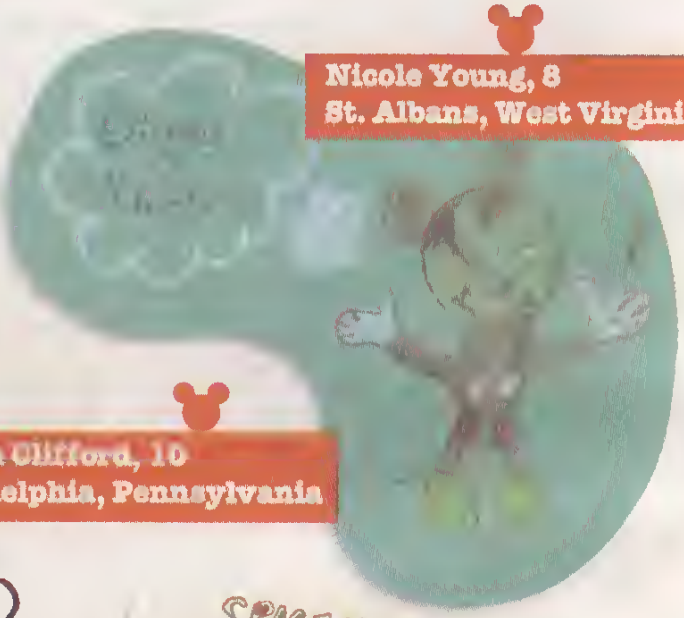
See all your drawings of Mickey!

K-E-Y

Why? Because they're sooooo cool!

M-O-U-S-E

Nicole Young, 8
St. Albans, West Virginia



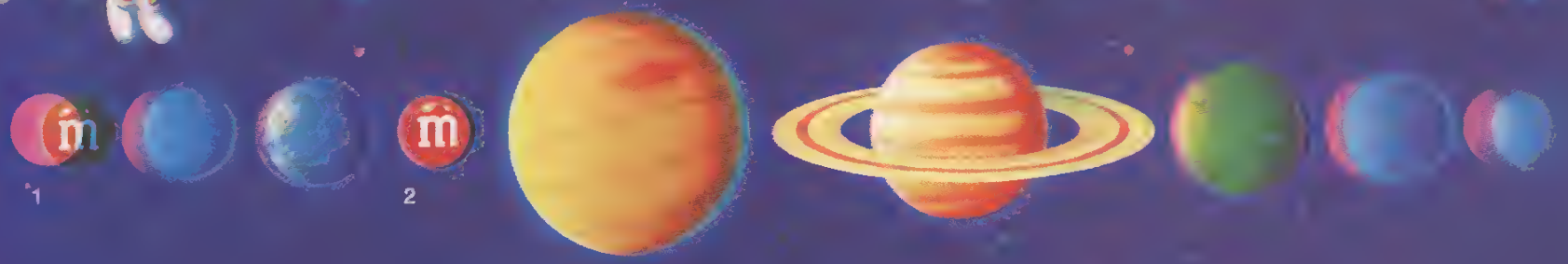
Cecilia Clifford, 10
Philadelphia, Pennsylvania

SPACE MICKEY

Darrell Austin, 12
Eden, North Carolina

Amy DeFore, 16
Cohutta, Georgia

Can you name the planets that start with "m"?



1) Mercury 2) Mars

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Disney Adventures

November

NOVEMBER IS FAMOUS FOR: WILLIAM

SUNDAY	MONDAY	TUESDAY	WEDNESDA
1 Day after Halloween— **Eat All The Candy Day**	2 Only 363 days till next Halloween!	3 **Election Day** Weird Al for president!	4
8	9 Find a piece of the rock. The Berlin Wall came down on this day in 1989.	10	11
15	16 **DA's Darkwing Duck Day** Dress like the terror that flaps in the night.	17	18
22	23	24	25
29	30		

Illustrations Gary Weland

Don't Eat This House

Bake and decorate your own gingerbread house at the **Gingerbread House Competition**, held November 18-January 2 in Lahaska, Pennsylvania. Six different categories include Never Baked a House Before and Kids Only.

"PUDGE" HEFFELFINGER, WHO BECAME THE FIRST PRO FOOTBALL PLAYER WHEN HE GOT PAID TO PLAY IN 1892. • INTERNATIONAL DRUM MONTH—U2 COULD BE LIKE LARRY MULLEN, JR. • TURKEY DAY—IT HAS SOMETHING TO DO WITH PILGRIMS, BUT THE FOOD GETS TOP BILLING.

THURSDAY	FRIDAY	SATURDAY
5 Instant Insult #27	6 I heard you were at a dog show.	7 Who won second prize? HA!
12	13	14 **The Triple Crown of Surfing** starts today. Don't be a grommet!
19 **Have a Bad Day Day** Sick of "Have a nice day"? Take a break!	20 Mac's back! Practice screaming for Home Alone I.	21
26	27	28 Mushers Alert! Alaska's **Frosty Fiddler Dog Race**

Born in November

Roseanne Arnold
(Top TV Mom)
NOVEMBER 3

Demi Moore
(Ghost Woman)
NOVEMBER 11

Danny DeVito
(The Penguin)
NOVEMBER 17

Mickey Mouse
NOVEMBER 18

Ken Griffey, Jr.
(Baseball Player)
NOVEMBER 21

Bo Jackson
(You Know Bo)
NOVEMBER 30

Chickens Need Not Apply

Enter your turkey in the 12th annual **Live Turkey Olimpiks**, held November 22 at The Inn on Lake Waramaug, Connecticut. Contests include Fastest Eater, Best-Dressed Turkey and Most Majestic Strut. Then brunch is served...the winners' families eat ham.

WOW!

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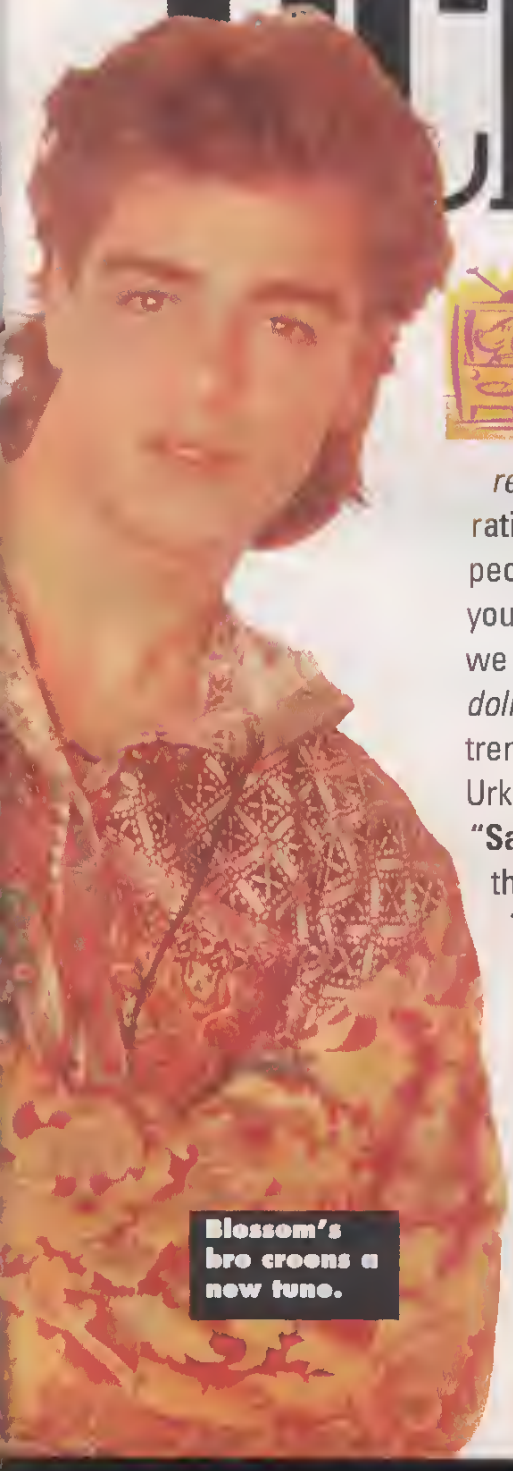
Ticket

Your Guide to TV, Movies, Music and Books



Blossom's bro croons a new tune.

How do you know your show is *really* hot? Is it the ratings? The number of people who recognize you on the streets? Oh, we know. It must be the *dolls*! What started as a trendy BH and Steve Urkel kinda thing is now a **"Saved By The Bell"** thing: **Mark-Paul**, **Tiffani**, **Mario** and the rest are on toy store shelves even as we speak. Speaking of dolls, the rest of the **90210**ers are *finally* getting their dolls. Soon Andrea, Steve and David will be able to join the rest of their buds in the your house.... Blossom's big bro, **Joey Lawrence**, is singing a new tune this season—his own. Joey wrote and recorded songs for his own album. "It's a combination of ballads and R&B. Not at all what you might expect." No name yet for the album, but Joey says the first single might premiere on an episode of the show....

now presenting

Tilden Dean

D.A. invited 10-year-old Benjamin Tilden and 12-year-old Erin J. Dean to watch some new fall TV shows and munch some popcorn. Here's what our reviewers thought:

THUMBS UP. "The part with the Super Glue was great. Coop was a riot."

"Hangin' with Mr. Cooper"

A junior high school teacher lives with two female roommates.

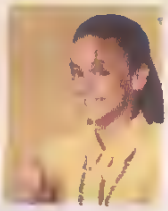
THUMBS DOWN. "It's like 'Three's Company' all over again. It's very predictable."

THUMBS UP, WAY UP. "I loved it! The action, the sword fights, the kingdom, the horses. I would watch this again in a minute."

"Covington Cross"

A knight-time drama about a dad raising his four teenagers.

THUMBS UP. "It was funny and dramatic. The guy who played Cedric was really cute!"



BIG THUMBS DOWN. "It's boring. I wouldn't recommend this show to anyone...unless they were 100."

"Dr. Quinn, Medicine Woman"

A drama about the first woman doctor on the frontier.

THUMBS DOWN. "This is a show for parents. It was too slow when she got to Colorado."

THUMBS DOWN. "Bob Newhart is too old. The acting wasn't funny, and I didn't like Mad Dog."

"Bob"

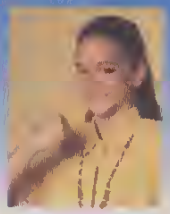
Bob Newhart draws "Mad Dog," a comic book hero.

THUMBS UP. "I liked all of the actors, but Bob's wife needs a better hair-do."

THUMBS UP, but "I think it was too stereotypical."

"Here and Now"

Malcolm-Jamal Warner stars as a guy working at a children's center.



THUMBS UP, but "I think that it is too much like 'The Cosby Show.'"

Photography Johnny Buzzario

Buffy the Vampire Slayer's soundtrack really slays, fangs to sounds from **C&C Music Factory** (minus **Freedom Williams**). Other tunesters include **Toad the Wet Sprocket, Mary's Danish, The Cult** and **Divinyls....The Boys** are four brothers, ages 13 to 17. Their third album, ***The Saga Continues***, is a combo of hip-hop and funk. But you better listen to them while you can. These Boys are taking a break from the group for the next two years. Not to worry, though: It's just a break from each other, not from music altogether. While they are apart, 16-year-old **Hakeem**'s recording with **Tevin Campbell** and 15-year-old **Tajh** has written a song for **"The Jacksons"** TV miniseries....Quick! Name a hot band from Georgia! **REM**? No, try again. It's the **B-52s** and they've got another album. ***Good Stuff*** features three of the original B's (the fourth B is taking time off), as well as the group's weird sounds and weirder clothes. And speaking of weird, abduction by aliens is the subject of one of their singles.

The B-52's get an "A" in music.

Why don't they just call him Bruce?

Where did these singers *get* these names?

SINGER'S NAME	WHAT IT MEANS
Heavy D	"Heovy" is becouse he is o lorge guy; "D" far Dwight
LL Cool J	Ladies Love Cool James
Queen Latifah	"Latifoh" is Arabic for delicote and sensitive. (Her reol nome is Dano Owens.)
The Boss	Bruce Springsteen is the heod hancho, the BIG boss of rack.
Sir Mix A Lot	He was watching Camelot and liked Sir Lancelot's name.

Icon illustrations Tim Carroll

In a cross between ***The Bad News Bears*** and ***Ladybugs***, **Emilio Estevez** hits the ice in ***The Mighty Ducks***. Estevez plays Gordon, who gets arrested and must choose between jail and coaching a peewee hockey team. (Could be a tough one.) Little does he know his choice will leave him skating on thin ice! **Joshua Jackson** also stars....Twelve-year-old **Billy Sullivan** might have been left in a hotel in **"Golden Palace,"** but in ***1492*** he gets to sail with Columbus. As Fernando, he plays the son of Columbus (**Gérard Depardieu** from ***Green Card***). A lot of the filming took place in areas of Spain that Columbus actually visited.

Mighty Ducks: Could they be the Bad News Pucks?

The Voices of *Aladdin*

Linda Larkin plays Princess Jasmine and says the best things about being a princess are riding on a magic carpet and having a pet tiger.

Q: Did you like being a princess?

A: I loved it. When I was a kid, I dreamed about being Cinderella or Sleeping Beauty. Then I got to do this. After all, how many people dream about being a princess and then get to grow up and be one?

Q: Any embarrassing moments while recording?

Princess Linda finds her prince.

A: One comes to mind. The microphones are so sensitive, they pick up everything. One morning, I was recording and I looked at the sound booth and everyone was laughing. They had heard my stomach grumbling!

Q: What cool things did you do as the princess?

A: I got to make the read-along storybook for *Aladdin*. I collected those books as a kid—I even used to

practice saying "Turn the page" along with the voice.

Seventeen-year-old **Scott Weinger** plays Aladdin. If his voice sounds familiar, it's because Scott plays DJ's boyfriend on "Full House."

Q: What was the best thing about working on *Aladdin*?

A: Getting to meet Robin Williams. He's been my idol for the longest time. And he was hysterical! Sometimes I had to leave the sound booth because I was laughing so hard.

Q: How did you try out?

A: I put myself on audiotape and sent it from Florida. I sang on the tape and read some of Aladdin's lines. My mom played Robin's part on the tape. She was great, too. Maybe she should replace Robin Williams! Just kidding!

Q: Does Aladdin look like you?

A: Well, some people say that he looks like Tom Cruise. I don't think so. I think he has sort of evolved to look like me. Check out "Full House" and let me know.

Does Scott look like Tom Cruise?

Comedian **Gilbert Gottfried** plays Iago, the feathered sidekick of the evil villain Jafar.

Q: How did you play a bird?

A: Most days I just talked into a mike. But in some scenes, the king makes Iago eat all these crackers. A huge box of saltine crackers sat next to me. Before I talked, I would shove a bunch of them into my mouth.

Q: What was the hardest thing you had to do?

A: When I had to act injured. Some days I went in and they said, "Act like you just got hit on the head with a hammer. Act like you just got run over by a truck. Act like you just ran into a wall." I heard that the writers had a sign in their room that said, "When in doubt, hurt the bird."

A bird's eye view of Gilbert.

Everyone thought earrings on guys was just a trend, but judging from the number of earrings we've seen, it looks like they're *hear* to stay!

The scoop on hoops

One earring

Will Smith
Brian Austin Green
Mark-Paul Gosselaar
Balthazar Getty

More than one

Vanilla Ice
Jardan Knight
Bruce Springsteen
Bryan Abrams

You'd think there'd be one...

Eddie Furlang
Jason Priestley
Janathan Brandis
Luke Perry

When you come out of the theater humming the songs, you know the movie had a great soundtrack.

Encino Man: Pauly Shore grooves to everyone from Tone Loc to Right Said Fred.

Ghostbusters: Ray Parker, Jr., busted a few charts with this ghostly groove.

Newsies: Those newsboys sang tunes from Alan Menken, the same man who did songs for *Beauty and the Beast* and *Aladdin*.

Dirty Dancing: A couple of cuts from this movie hit the charts and one even won an Oscar for Best Song in 1987.

—*Amy J. Cohen*

A new look for an old dude.

Adventures in Baby-sitting With Ann M. Martin

Ann M. Martin didn't start out as a writer—she started out as a fifth-grade teacher. She says that some of her baby-sitters are based on her students, but she wouldn't tell us which ones! What she *would* tell us is that she's written 98 books, and she doesn't plan to stop until she runs out of adventures for ***The Baby-Sitter's Club*** or their ***Little Sisters.***

Q: Are you like any of the baby-sitters?
A: I think that I am most like Maryanne. Her personality, I mean, not her family situation.

Q: What books did you read as a kid?
A: I loved the Oz books. Also Roald Dahl, *Dr. Doolittle* and the Mrs. Piggle-Wiggle Series. "The Radish Cure" was my favorite.

Q: How did you start writing?
A: I always wanted to be a writer, but I wasn't sure that I could do it. When I was a kid, I dictated stories to my mom to go along with pictures that I had drawn. After college, I taught school for a while, then I went to work for a publisher and started writing. My first book was called *Bummer Summer.*

Q: What do you do in your free time?
A: What free time? I write two books a month. But I do love to sew and to read. And I have two cats that I hang out with.

Q: Were you a baby-sitter?
A: Of course. I baby-sat, but nothing great ever really happened to me. Except for that night...

Q: What night?
A: I was sitting for three kids. Two of the boys were fooling around in the neighborhood and they teased this older man. Well, he got into his car and started chasing them. The boys ran into the house and locked themselves in the bathroom. The man threatened to call the police.

Q: What did you do?
A: I called my dad. I knew he'd protect us.

—A.J.C.

THE DJ AND THE PRINCE

DJ Jazzy Jeff and the Fresh Prince had just won their first Grammy Awards—they were *really* stoked. A couple of days later, they went home to Philadelphia, where everyone made a big deal over them. The mayor met them at the airport and they rode in a limo. Jeff's mom made them a *huge* dinner.

Will and Jeff walked into the house, feeling pretty important. Jeff's mom congratulated them. Then she asked the guys to walk to the corner store and buy a can of yams, a loaf of bread and a gallon of milk. Will was surprised. He figured they were a big deal and wouldn't have to do that stuff anymore. But Jeff's mom made them go. She needed her yams.

Will still shops for Jeff's mom whenever he's in Philly (which, it so happens, was where Will and Jeff were when we talked to them). They were in the recording studio, working on their newest album.

Q: How did you guys get your nicknames?

Will: My teachers called me "Prince" because of my incredible levels of charm. I just oozed charm. Fresh is just a hip-hop word that was hot at the time.

Jeff: Jazzy—some guy gave it to me. I don't remember who it was.

Q: How did you guys meet?

Will: We met at a party. I was already a rapper and Jeff was a DJ.

Jeff: I was the best DJ in Philadelphia. I played at all the parties. I had heard of Will, but I already had someone that I worked with. But then I played at a party on Will's mom's block. He asked if he could rap. I said yes. We did. The chemistry between us was so good. I went home and dreamed about him—that's how good the chemistry was. I got his number and we got together.

Q: How do you write your songs?

Will: We do it together. We get friends together

and sit down and talk about things. Our songs are from our own experiences.

Jeff: Will writes the lyrics; I write the music.

Who's a better dancer?

Will: Jeff is.

Jeff: I am. Will is more adventurous. He'll try all the new steps. I won't try anything unless I can do it right, but once I've got it, I've got it.

Q: Any favorite songs?

Will: We haven't finished the new album yet, so I'm not sure. But one of my all-time favorites is "Summertime." I think it's some of the best work we've ever done.

Jeff: My favorite is one of the songs off the new album, but I can't tell you the name. If I told you, then I'd have to kill you. (*Laughs*) I got that line off a James Bond movie. Of the old stuff, I would say "The Incredible DJ Jeff."

Q: What would you guys be if you couldn't make music?

Will: A computer engineer. I was always really good at math. I probably would have been the guy who invented the remote control if I had been around then.

Jeff: What a terrible question. My heart, soul and desire are music. But I would probably be a carpenter, fixing up old houses, doing restoration and stuff.

Q: So are you handy around your house?

Jeff: No.

Q: I hear Will is a big practical joker. Is it truth or rumor?

Jeff: Truth. Will plays a lot of tricks. He has this one. When we are together, he'll start rubbing his neck and saying that he has "Dog Jaw." People don't know what it is, but they don't want to feel stupid, so they ask him. Will then rubs his chin and says, "Come over and feel it." As soon as they are about to touch him, Will barks. People jump back. Sounds stupid, right? But it always works.

Will: OK, it's true. I do all kinds of things. I have wrapped toilet seats in Saran Wrap. I once had a friend of ours arrested. Well, not really arrested. There was this policeman outside and I asked him to come in and give one of my friends some trouble for unpaid parking tickets. It was really funny—you should have seen the look on his face.

Who's got cooler clothes?

Will: Jeff.
Jeff: Will. OK, so who has the cooler clothes, really?

Jeff: I guess I do. I get more decked out when I go out. But for just everyday, I like long, baggy shorts and T-shirts. Big jeans. Everything has to be really comfortable.

Q: If you could be any superhero, who would you be?

Will: Superman. He was the best superhero. He could fly and everybody loved him.

Jeff: I couldn't be Spider-Man because I am afraid of heights. I guess I would want to be Batman because there is a mystery about him. Nobody knows who he is. Nobody knows where his house is, and he can just come and go as he pleases in the Batmobile.

Q: Will, what's one thing about Jeff that he'd never tell us?

Will: He can't fight. He tries, but he can't. He has this style where he holds onto the car door and kicks his legs out, trying to hit something. But he never does. It's funny.

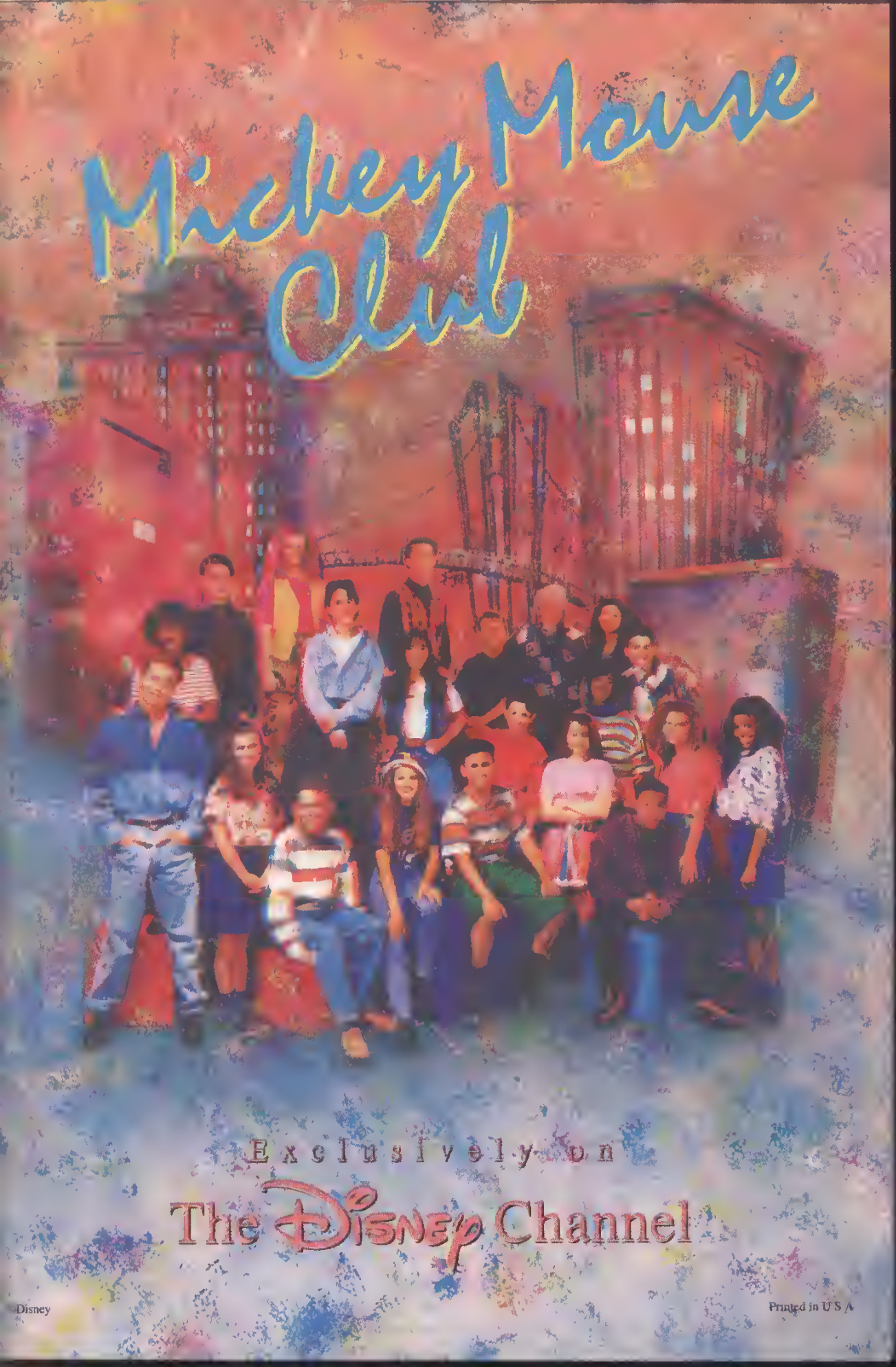
Q: Jeff, what's one thing about Will that he'd never tell us?

Jeff: He thinks he knows everything. He talks like he knows it all.

Q: Doesn't that get him into trouble?

Jeff: All the time, but then he just talks bigger. He just keeps talking and talking, trying to convince you that he is right. You can never win. Will can convince you that two plus two equals nine. Even when you know you're right, Will keeps talking until you get tired and give up. —*Amy J. Cohen*

Mickey Mouse Club



Exclusively on

The Disney Channel

Disney

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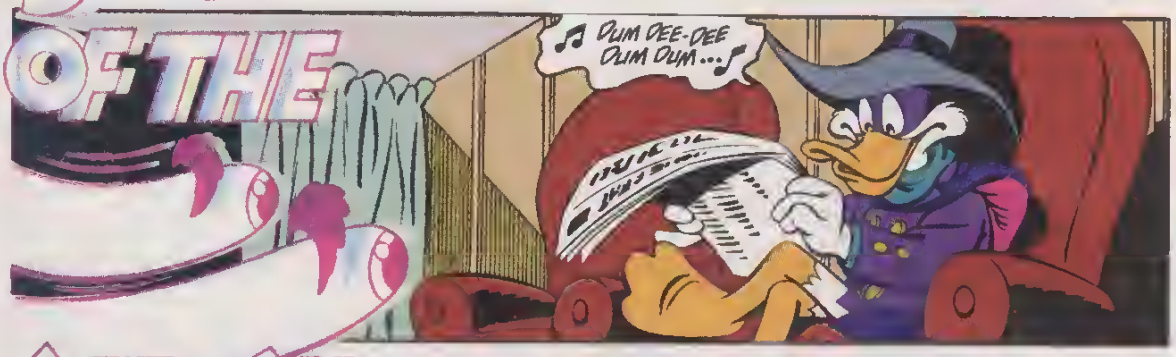
DARKWING DUCK

"SON OF THE



RETURN OF THE

REVENGE OF THE 3-D MAN

This special Dorkwing Duck story is filled with all sorts of 3-D surprises.
See if you can find our 'blinkies' and 'hidden messages' first by closing one eye and then the other.

Writer: Bobbi JG Weiss / David Weiss Pencils: Michael Royer Inks: Dave Hunt Lettering: Gaspar Saladino Coloring: Carl Gafford

AHA! 3-D MAN! I SHOULD HAVE KNOWN!

REVENGE IS MINE, DARKWING DUCK! YOU CAUSED THAT INDUSTRIAL WASTE ACCIDENT THAT TURNED ME INTO 3-D MAN!

BECAUSE OF YOU, I'VE GONE MAD, MAD MAD!

THEN YOU TURNED ME OVER TO THE POLICE!

BUT I'M FREE NOW AND YOU'RE IN MY WORLD! LET'S SEE HOW YOU LIKE EVERYTHING JUMPING OUT AT YOU!

ESCAPE

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DARKWING DUCK

Only one duck can "quack" this case, and we've got him . . . and so will you, on your original 8-bit Nintendo system! Enjoy all the magic of Disney and Darkwing Duck, available now at Toys "R" Us.

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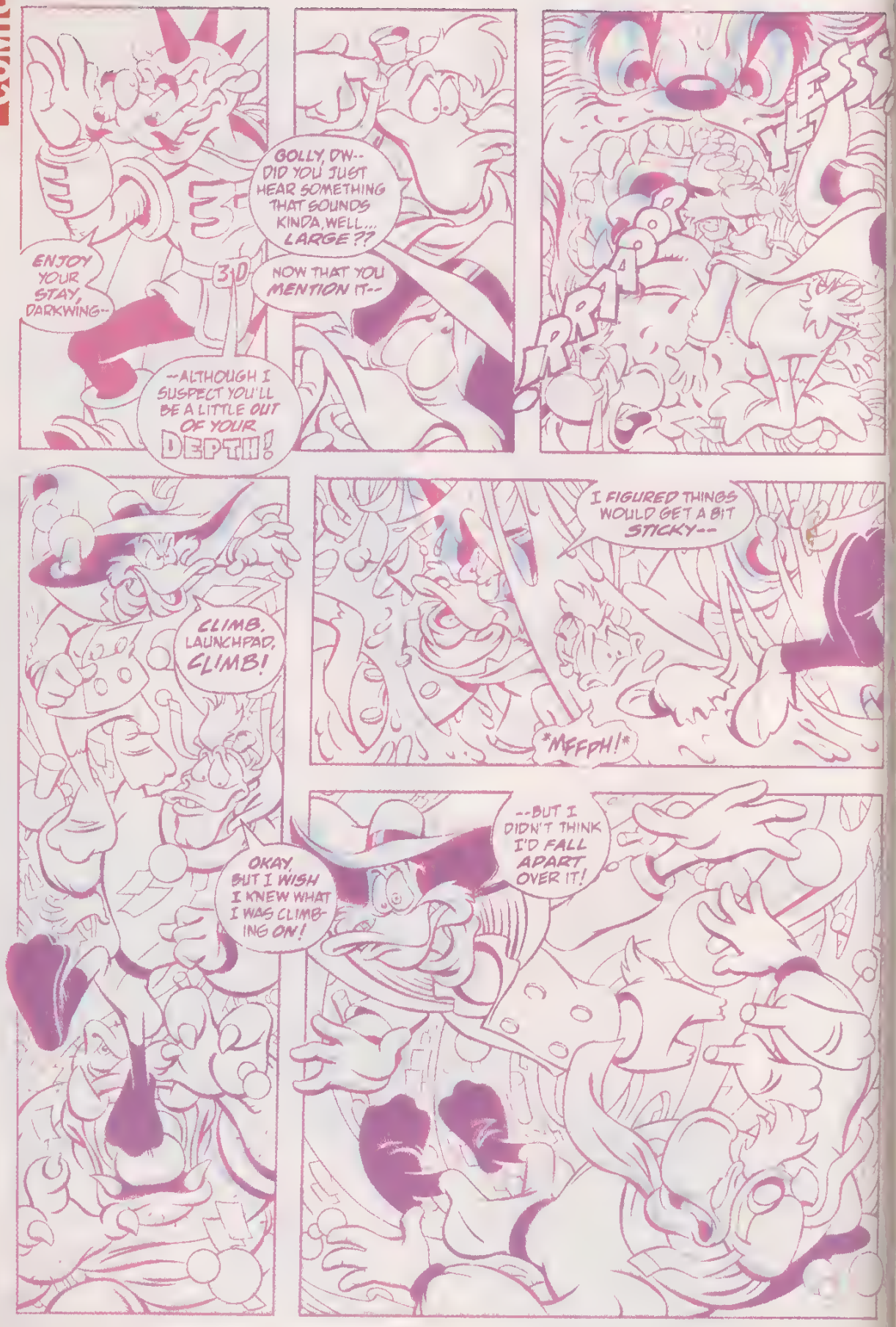
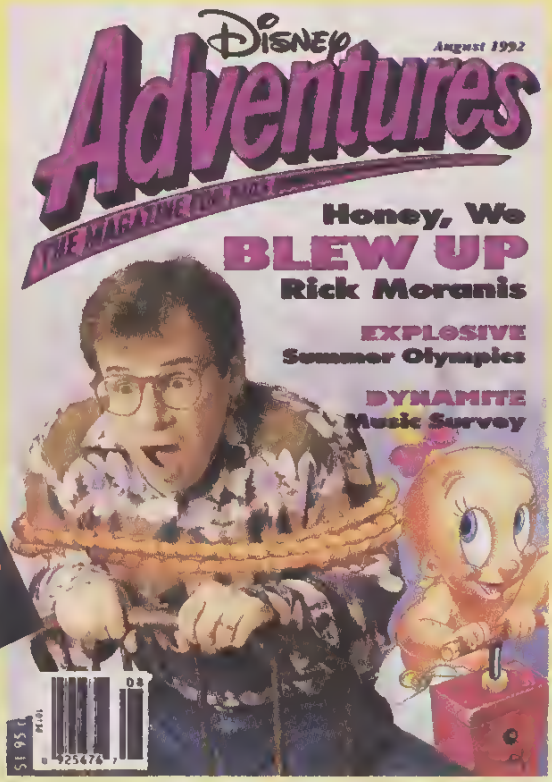

ENJOY YOUR STAY, DARKWING--
GOLLY, DW-- DID YOU JUST HEAR SOMETHING THAT SOUNDS KINDA, WELL... LARGE ??
NOW THAT YOU MENTION IT--
--ALTHOUGH I SUSPECT YOU'LL BE A LITTLE OUT OF YOUR DEPTH!
I FIGURED THINGS WOULD GET A BIT STICKY--
MFFPH!
CLIMB, LAUNCHPAD, CLIMB!
OKAY, BUT I WISH I KNEW WHAT I WAS CLIMBING ON!
--BUT I DIDN'T THINK I'D FALL APART OVER IT!

12 big adventures



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STANLEY

THE SEARCH FOR DR. LIVINGSTON

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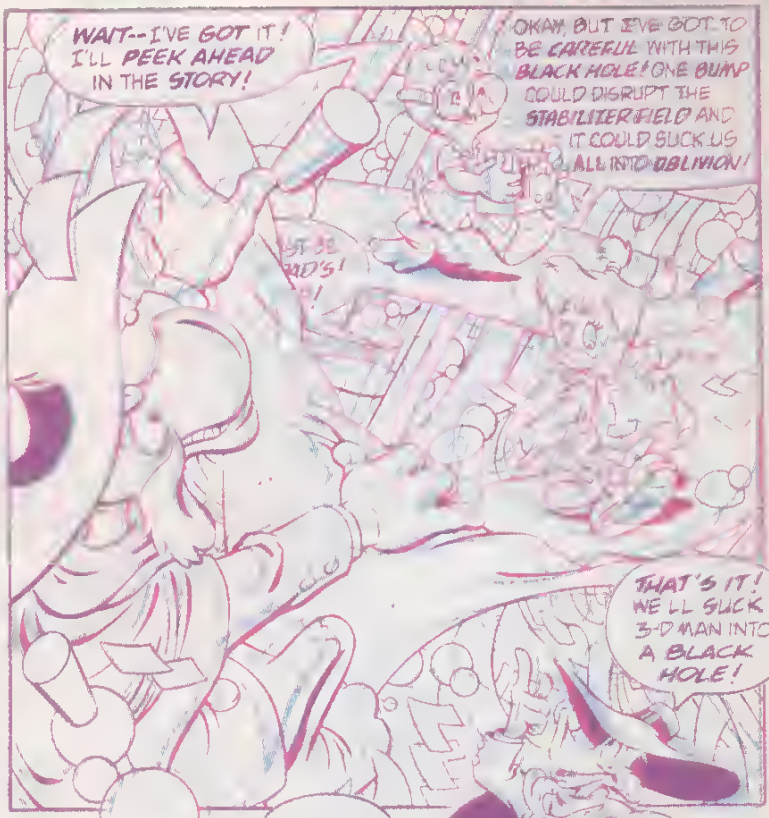
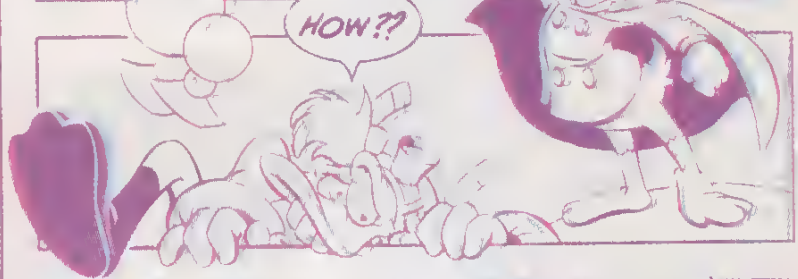
REV A

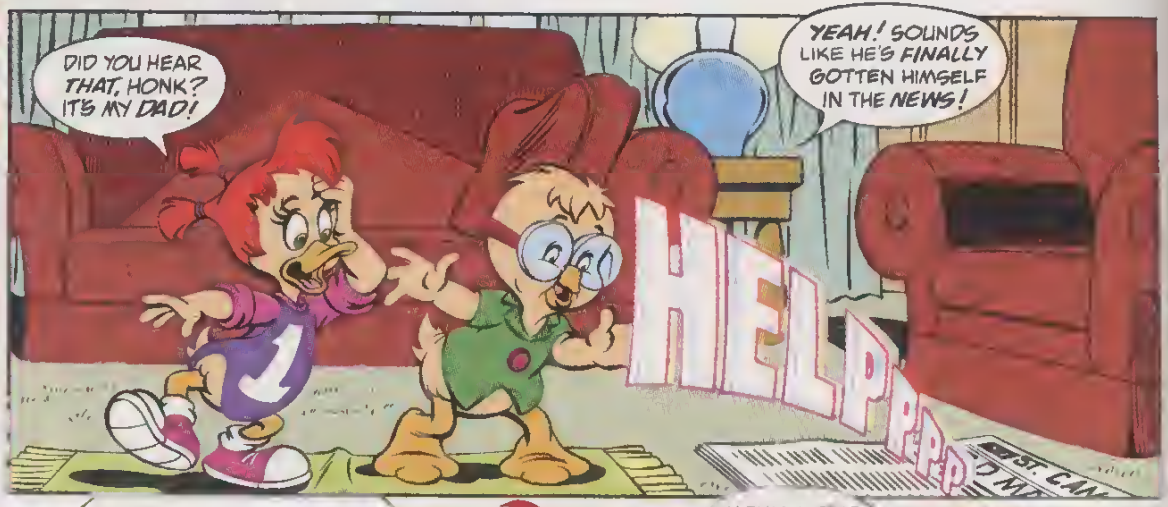
WE'VE GOT TO FIND A WAY OUT OF THIS NIGHTMARE, L.P.! HOW CAN I CAPTURE THAT 3-D DEMENTOID ONCE AND FOR ALL ?!
TAKE AWAY HIS RED AND BLUE GLASSES!

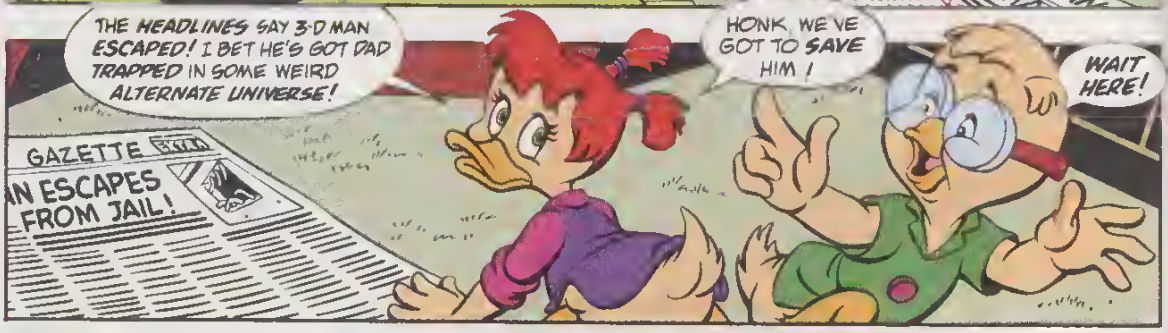

WAIT--I'VE GOT IT! I'LL PEEK AHEAD IN THE STORY!
OKAY, BUT I'VE GOT TO BE CAREFUL WITH THIS BLACK HOLE! ONE BUMP COULD DISRUPT THE STABILIZER FIELD AND IT COULD SUCK US ALL INTO OBLIVION!
THAT'S IT! WE'LL SUCK 3-D MAN INTO A BLACK HOLE!


HOW??

SIMPLE!

3-D M
EXTRA!

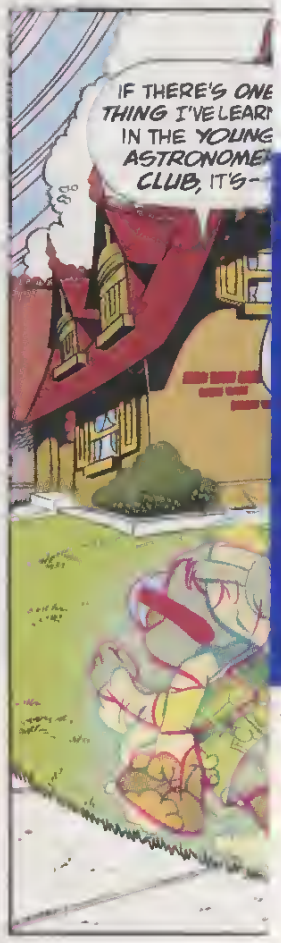

DID YOU HEAR THAT, HONK? IT'S MY DAD!
YEAH! SOUNDS LIKE HE'S FINALLY GOTTEN HIMSELF IN THE NEWS!
HELPPPP


THE HEADLINES SAY 3-D MAN ESCAPED! I BET HE'S GOT DAD TRAPPED IN SOME WEIRD ALTERNATE UNIVERSE!
HONK, WE'VE GOT TO SAVE HIM!
WAIT HERE!
GAZETTE
IN ESCAPES FROM JAIL!

IF THERE'S ONE THING I'VE LEARNED IN THE YOUNG ASTRONOMERS CLUB, IT'S--
--ALWAYS KEEP A PORTABLE BLACK HOLE AROUND FOR EMERGENCIES!

OKAY, GOSALYN--LET'S GO!
ST. CANARD GAZETTE

TO ASSEMBLE GLASSES
TEAR OUT EARPIECES
AND INSERT IN EYEPIECES



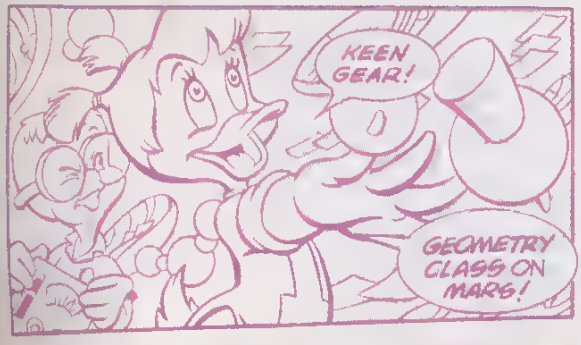
This side towards face.

THIS SIDE TOWARD FACE.

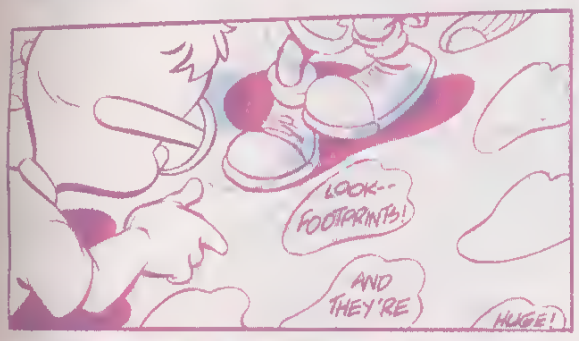
NOT FOR SUNGLASSES.

This side towards face.

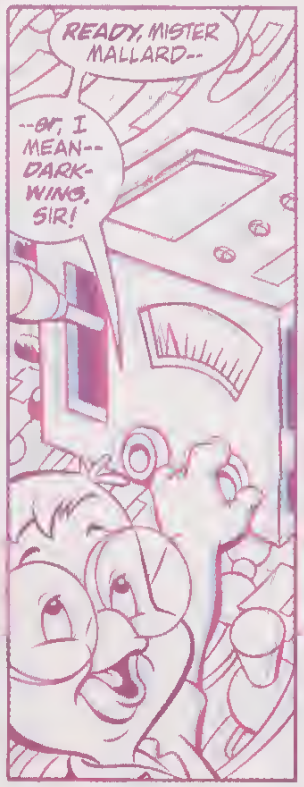
TO ASSEMBLE GLASSES
TEAR OUT EARPIECES
AND INSERT IN EYEPIECES


KEEN GEAR!
GEOMETRY CLASS ON MARS!

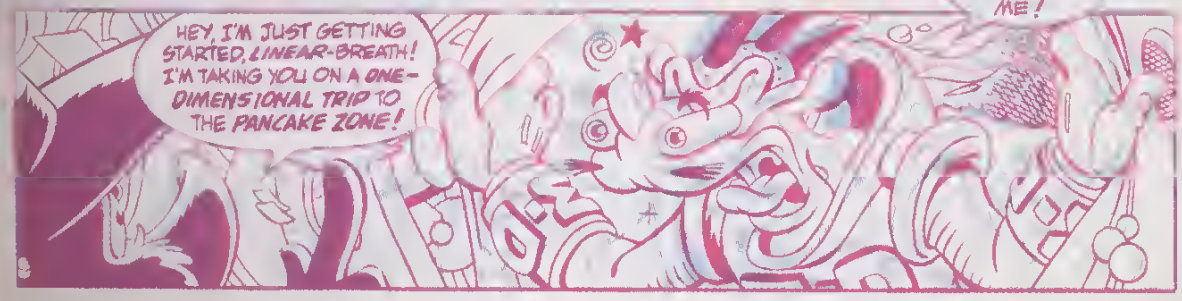
OKAY, BUT I'VE GOT TO BE CAREFUL WITH THIS BLACK HOLE! ONE BUMP COULD DISRUPT THE STABILIZER FIELD AND IT COULD SUCK US ALL INTO OBLIVION!
THEY MUST BE LAUNCHPAD'S! HURRY UP!

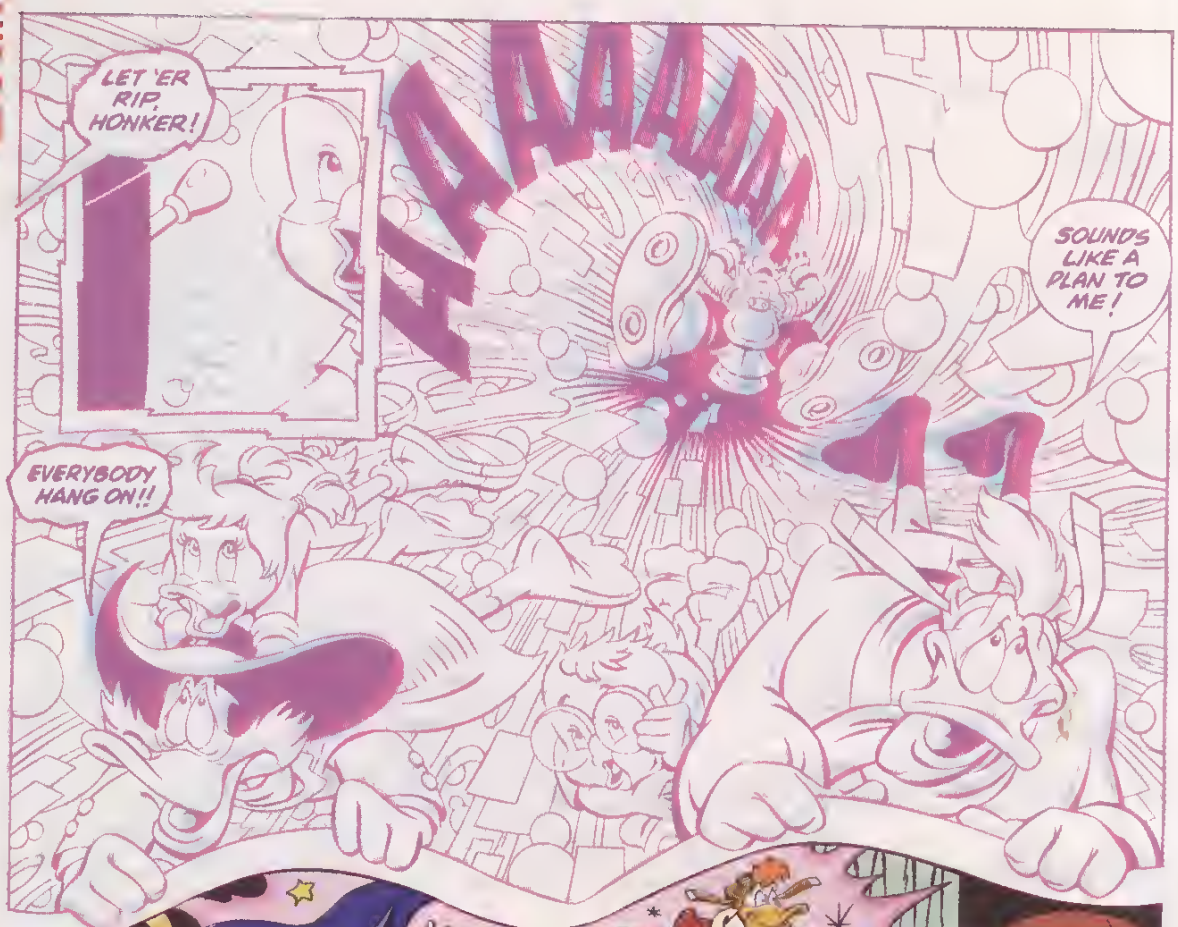

LOOK-- FOOTPRINTS!
AND THEY'RE HUGE!

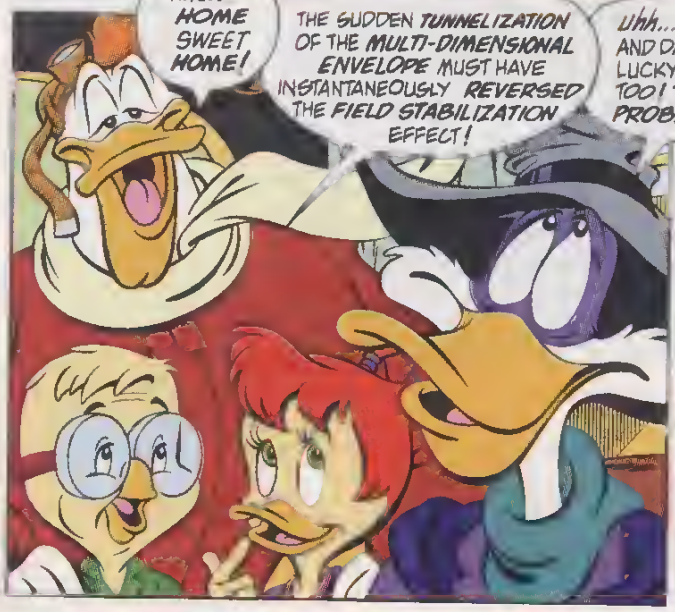
THERE THEY ARE!
DAD!!
BOY, YOU GUYS ARE QUICK! DO YOU HAVE THE BLACK HOLE?
WAIT, HOW DID YOU...? OH, NEVER MIND!


READY, MISTER MALLARD--
--OR, I MEAN-- DARK-WING, SIR!

AND NOW TO SUMMON OUR VICTIM!
YOO-HOO, FLAT-FACE! PLANE JANE! MISTER COMPLANATE*! I HAVE A SURPRISE FOR YOU!
*LOOK IT UP-- Editor
HOW DARE YOU INSULT ME!


HEY, I'M JUST GETTING STARTED, LINEAR-BREATH! I'M TAKING YOU ON A ONE-DIMENSIONAL TRIP TO THE PANCAKE ZONE!


LET 'ER RIP, HONKER!
AAAAAAAA
SOUND'S LIKE A PLAN TO ME!
EVERYBODY HANG ON!!


Whew! HOME SWEET HOME!
THE SUDDEN TUNNELIZATION OF THE MULTI-DIMENSIONAL ENVELOPE MUST HAVE INSTANTANEOUSLY REVERSED THE FIELD STABILIZATION EFFECT!

Uhh... RIGHT! AND DARNED LUCKY FOR US, TOO! THE ONLY PROBLEM IS--
THINGS ARE GONNA SEEM A LITTLE FLAT FROM NOW ON!
END

BIG ADVENTURES

Since 1854, more than 50 ships and aircraft have disappeared in **The Bermuda Triangle.**

When anyone tries to remove the **human skull** from an English mansion, the skull shrieks.

In 1898, a book was written about a large luxury liner, named the Titan, that hit an iceberg and sank. In 1912, a huge British luxury liner named the **Titanic** hit an iceberg and sank.

Can people disappear into thin air? Can a skull scream? Can anyone predict the future?

Some things don't seem to have explanations. Or do they? You decide as we journey into the world of...

THE UNEXPLAINED

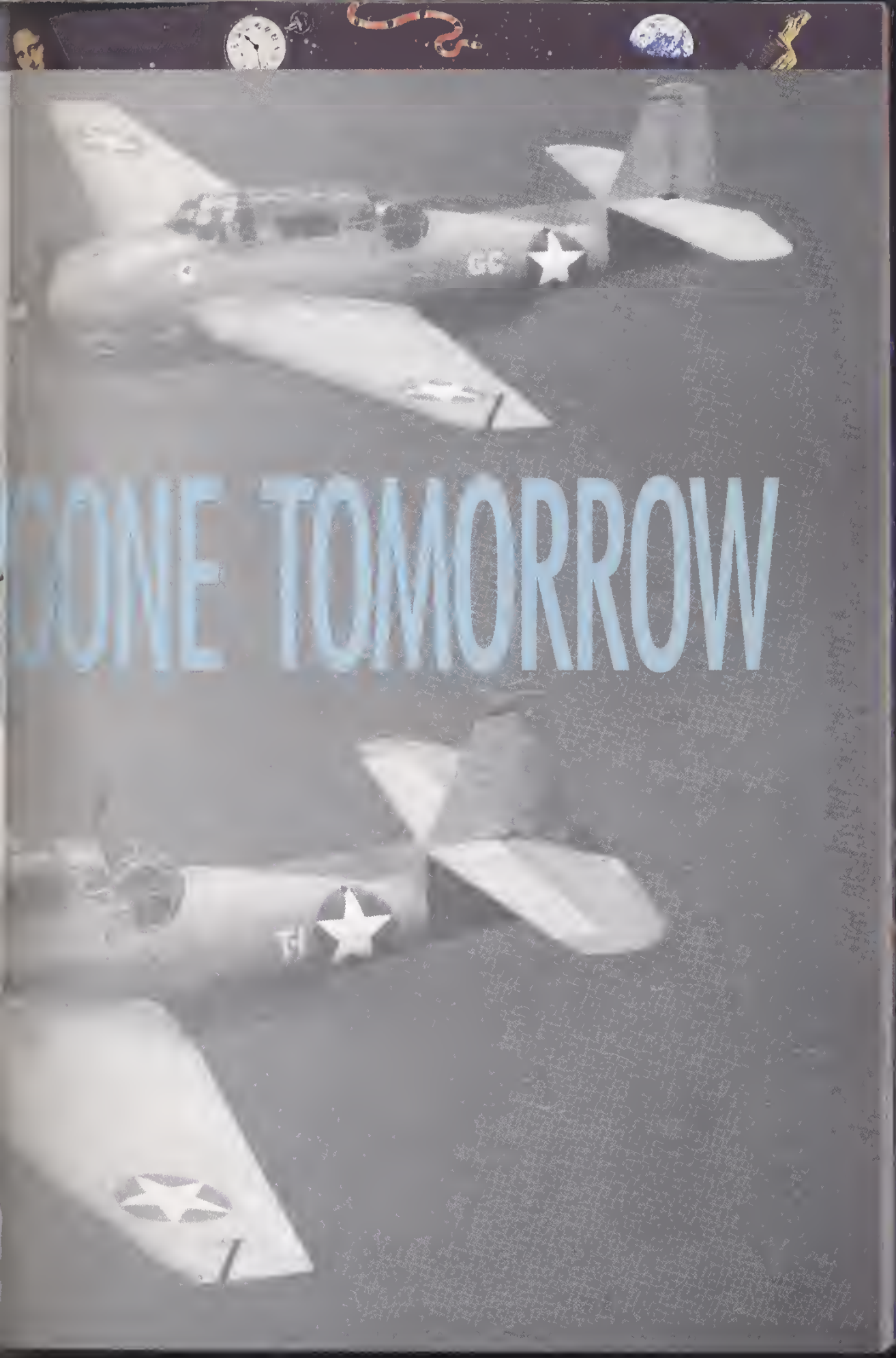
WRITTEN BY Andrew Ragan AND Amy J. Cohen

A beautiful woman disappears. An entire ship's crew vanishes. Fourteen flyers are lost without a trace. What do these things have in common? They all occurred in the Bermuda Triangle. Many people have studied the Triangle, but no one has ever been able to explain the disappearances that happened there...and still happen today.

On December 5, 1945, a group of Navy pilots was scheduled to fly a routine mission, Flight 19, over the Atlantic. Many of them were excited because they had plans to retire after this mission. But one pilot, Allen Kosnar, decided he didn't want to go. He didn't know why—he just had a feeling. That feeling would save his life.

The other men climbed into their planes. They had full fuel tanks, good survival gear and great weather. Nobody expected any trouble.

But as soon as they took off, the weather turned bad. The

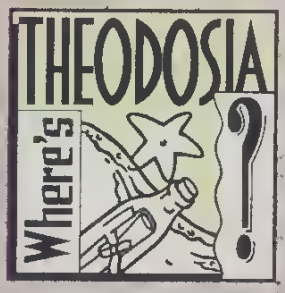

GONE TOMORROW

squadron leader became confused. Thinking they were over the Gulf of Mexico, he commanded his troops to fly eastward. This took them further out into the ocean, and soon the planes began to run out of fuel. Radio contact got fuzzy and then faded out completely.

Hoping that the pilots had bailed out, radio control sent a flying boat (a plane that can land on water) with 13 men to search for them. Three minutes after they left, the boat radioed its location.

That was the last anybody ever heard from the boat.

People searched for the boat and the planes over 380,000 square miles of land and sea. Nothing was ever found.



In the early nineteenth century, Theodosia Alston was considered one of the most beautiful women in America. Her father was a former vice president, and she was married to the governor of South Carolina. She led a happy life until 1812, when she disappeared in the Bermuda Triangle.

Theodosia had been ill. When her doctor suggested a vacation, she decided to take a cruise. Her husband waved goodbye as she boarded the ship called *The Patriot*. Little did he know he was saying goodbye forever.

The trip should have been easy. *The Patriot* was a safe, fast ship, and the weather was mild. But the ship sailed off...never to be seen again.

People were shocked. Some accused Great Britain of sabotaging the ship since the British were at war with America. But the British denied any wrongdoing.

and there was no proof against them. Then a pirate confessed to having captured *The Patriot*. He said he had made Theodosia walk the plank and she had come back to haunt him. But again, there was no proof.

In 1963, a bottle washed up on a shore in South Carolina. It contained old notes—supposedly written by Theodosia—telling of the pirates' attack. But could this message *really* have survived in the sea for 150 years? Was it really from Theodosia?

What caused Theodosia's disappearance? All anyone knows is that *The Patriot* was last seen sailing into the Bermuda Triangle.

The saga of the *Mary Celeste* continues to baffle people today, 120 years after the ship disappeared.

In 1872, the *Mary Celeste* left New York bound for Europe. Strong winds were blowing, but Captain Briggs wasn't worried. He had a fine boat and a good crew.

Eight days later another ship, the *Dei Gratia*, also set sail for Europe. When the *Dei Gratia* reached the waters near Bermuda, its crew spotted a ship. It wasn't

moving and was missing some sails. The captain was surprised to see that this strange ship was the *Mary Celeste*.

Men boarded the ship, but couldn't find any remains—alive or dead—of the *Mary Celeste*'s crew. They saw that there was still food on the table, as though Captain Briggs had left in a hurry. And a small boat had been lowered into the sea, but no provisions had been packed. The *Mary Celeste* seemed in no danger of sinking, so why was the ship abandoned so quickly?

There seemed to be no explanation for the crew's disappearance. But some Europeans were suspicious. When the *Dei Gratia* sailed into Europe, its crew was arrested and charged with murdering everyone on board the *Mary Celeste*. After months of trials, the *Dei Gratia* crew was finally freed. But nobody ever solved the mystery of the *Mary Celeste*.

Many people believe we can read minds, "see" into other places, and predict the future. Stories like the ones that follow make them think so....

MIND GAMES

VISIONS OF A SHIPWRECK

Back in 1898, a man named Morgan Robertson wrote a novel about a great disaster at sea. The book described the *Titan*, the largest ocean liner ever built. It was said to be unsinkable. One April evening, the story went, as the *Titan* was speeding through the icy north Atlantic Ocean, it crashed into an iceberg and sank. Because there weren't enough lifeboats, most of its 3,000 passengers drowned.

Fourteen years later, on April 10, 1912, the *real* largest ocean liner ever built left England on its

first voyage. It was the *Titanic* and it carried 2,206 passengers.

On April 14 the great ship plowed into an iceberg in the icy north Atlantic and sank. Because there weren't enough lifeboats, only about 700 passengers survived.

Were the similarities between the *Titan* and the *Titanic* just a coincidence? Perhaps. But Robertson wasn't the only person who had a vision of the disaster. Investigators found 19 solid cases of people who had dreams and visions of a great ship sinking—before the *Titanic* went down. Some had been planning trips on the ocean liner, but canceled their plans.

Others, including a British writer named W.T. Stead, did not. Stead had also written fictional stories about a terrible shipwreck in the Atlantic.

In his stories he described many people dying because there weren't enough lifeboats. One story even involved an iceberg.

Stead then began receiving messages from people who had seen visions of him in great danger on an ocean voyage to America. But the writer went on the *Titanic*'s first voyage anyway.

He was not among the survivors.

The *Titan* versus the *Titanic*

Sister ships? Compare the similarities between the make-believe *Titan* and the real *Titanic*:

	Titan	Titanic
LENGTH	800 feet	882.5 feet
WEIGHT	45,000 tons	46,000 tons
NUMBER OF PROPELLERS	3	3
NUMBER OF MASTS	2	2
PASSENGER CAPACITY	3,000	3,000
NUMBER OF LIFEBOATS	24	20
SPEED AT TIME OF CRASH	23 knots	22.5 knots

SEPARATED AT BIRTH

We've all heard stories about identical twins who not only look, but also *think,* alike. And of a twin who's nowhere near the other twin, but still "knows" when something happens to the other.

That's strange enough when the twins grow up together. But what about twins who don't even know each other? Researchers tracked down two identical twins who were separated at birth and adopted by different families. Neither knew he had a twin.

The researchers brought them together when they were 40 years old. Both were named Jim *and:* **Both** had worked at McDonald's, gas stations and in law enforcement. **Both** vacationed regularly at the same Florida beach. **Both** drove the same model blue Chevrolet. **Both** had first married women named Linda, then divorced and married women named Betty. **Both** named their dogs Toy. **One** named his first son James Alan; the **other** named his first son James Allan.

Do you have extra-sensory perception (ESP)? Test your powers with some of these experiments.

TEST Y

SHAPES

This test involves something called Zener cards, which you can make with paper and a pencil. Each of the five Zener cards has a different design—a star, a square, a triangle, a plus sign or squiggly lines. Have a friend hold the cards up, one at a time, and try to guess the design. Go through the cards 10 times, keeping score of how many you get right.

Here's how to check your scores:

ALMOST ALL RIGHT—Call Leno. Call Arsenio. You probably won't even have to look up their numbers.

MORE THAN HALF RIGHT—Whew! You're hot!

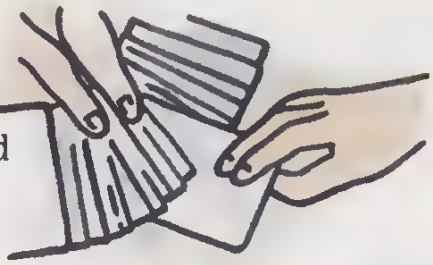
ONLY ONE RIGHT—Lucky guess!

NONE RIGHT—Sixth sense? Be glad your five senses work.

UR POWERS OF ESP

CALLING CARDS

Have a friend shuffle a deck of cards. Pick a card from the deck without looking at it and tell your friend whether you think it's red or black. Go through the entire deck, keeping track of how many you get right.



Next, find out how well you send telepathic messages to other people. Pick a card and look at it. Concentrate on the color of the card, and have your friend try to read your mind.

If you're pretty good with colors, try making it harder by guessing the number or suit (hearts, spades, diamonds or clubs) of the card.

OUTTA SIGHT OBJECTS

Put five objects (such as a key, a coin, a pencil, a ring and a comb) on a tray and study them. Then have a friend take the tray into the next room.

Ask your friend to place one of the objects in the center of that room. Concentrate on the object. Write down what you think it is.

You can also have your friend line up all the objects and then try to guess the order.

Presidential ESP

According to people who knew him, President Abraham Lincoln often experienced extrasensory perception—and even foresaw his own tragic death. One night Lincoln dreamed that he saw a corpse, surrounded by mourners and soldiers, laid out in the White House. "Who is dead?" Lincoln asked the soldiers in his dream. "The president," they answered. "He was killed by an assassin." Ten days later, President Abraham Lincoln was killed by an assassin.

Twins illustration: Chris Schnabel

Tests illustrations: Steven Stewart

Stairs to Nowhere: To confuse evil spirits, Sara Winchester had dozens of stairs, hallways, windows and doors built into dead ends, blank walls, and sudden drop-offs.

ONE GREAT GHOSTHOUSE

Most people who discover ghosts in their homes move out *fast*. But one woman built a mansion for herself *and* a bunch of ghosts. She was Sara Winchester, and her father-in-law had invented the Winchester rifle.

In the late 1800s Sara lived a normal life in Connecticut—until her husband *and* her only child died. When Sara visited a man who claimed to speak with the dead, the man gave her this message from her husband: *Move west and build a house for the spirits of all the people killed by Winchester rifles.*

Sara moved to California and bought a large house. She added room after room for the spirits. The builders worked every day for 38 years while Sara lived in the house.

Every evening, servants served a gourmet dinner to her and her spirit guests. Sometimes Sara played music so her phantoms could dance.

In 1922, Sara died in her strange 160-room home. Today, it's said that phantoms still haunt the place—and Sara is one of them.

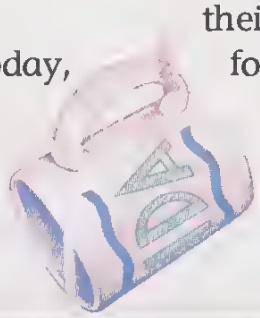
BROKEN SOUVENIRS, ANYONE?

The owners of the Tropication Souvenir warehouse in Miami, Florida, had a problem. One day in December 1967, mugs, drinking glasses, alligator ashtrays and other merchandise started falling off their shelves—by themselves. Some boxes even flew across the warehouse, doing loops in the air.

So two parapsychologists—people who study unexplained events—came to check out the place. In 10 days they counted 224 cases of moving objects. But they also noticed that the weird stuff happened only when a worker named Julio was around. They knew Julio wasn't playing a joke, but his presence seemed to make objects at work take flying leaps.

Was Julio haunted by a *poltergeist* (a ghost who haunts a person instead of a place)? No one knows for sure. But when Julio quit his warehouse job, the souvenirs stopped jumping off their shelves. And when he found a job at a shoe store, it wasn't long before jars of shoe dye went crashing to the floor....

osts now, read on. You just might reconsider.



Illustrations: Steven Stewart

THE LOUDMOUTH SKULL

It would be weird enough to have a real human skull hang around your house. But what if the thing screamed its head off every time you took it out for a little fresh air?

That's just what happened at a mansion called Burton Agnes Hall in Britain.

When three sisters inherited the huge house in 1603, they decided to make it even bigger and nicer. The youngest sister, Anne, worked especially hard on the changes.

One day while Anne was on a walk, thieves knocked her unconscious. Anne, badly hurt, knew she was dying. She asked her sisters to remove her head before they buried her and keep it forever in the house she loved. If her wish was not obeyed, Anne said, her spirit would haunt the house.

The sisters agreed. But when Anne died, they buried her—with her head still on—in the family grave anyway. Not long after, the troubles began: loud crashing sounds, doors slamming shut, running footsteps and horrible groans and screams.

The two sisters had Anne's body dug up and found their sister's head rotted into a grinning skull. Strangely, the head was cut off from the rest of her body—which had not yet rotted.

The sisters set the skull on a table in Burton Agnes Hall, where it stayed for the rest of their lives. And they never heard the awful screaming or groaning again.

Later residents of Burton Agnes Hall did—anytime they tried to get rid of the skull. Finally, around 1900, an owner of the mansion had the skull bricked into a wall. Since then, it has screamed no more.

Let's Talk HERSHEY'S Chocolatese™

←START HERE AND FILL IN THE BLANKS.

1. FIRST YOU F_ _ D IT.

2. THEN YOU _ _ L _ IT.

3. THEN YOU _ _ A _ _ IT.

4. THEN YOU S_O_ _ IT.

5. THEN YOU _ _ U _ IT.

6. THEN YOU _ I _ IT.

7. THEN YOU _ _ U _ _ Z _ IT.

8. THEN YOU _ T _ _ IT.

9. THEN YOU _ _ C _ _ IT.

10. THEN YOU _ _ P IT... _ _ P IT... _ _ P IT.

ANSWERS 1 FIND 2 MILK 3 GLASS 4 SPOON 5 POUR 6 AIM 7 SQUEEZE 8 STIR 9 LICK 10 SIP, SIP, SIP

NOW YOU'RE TALKING HERSHEY'S CHOCOLATESE!

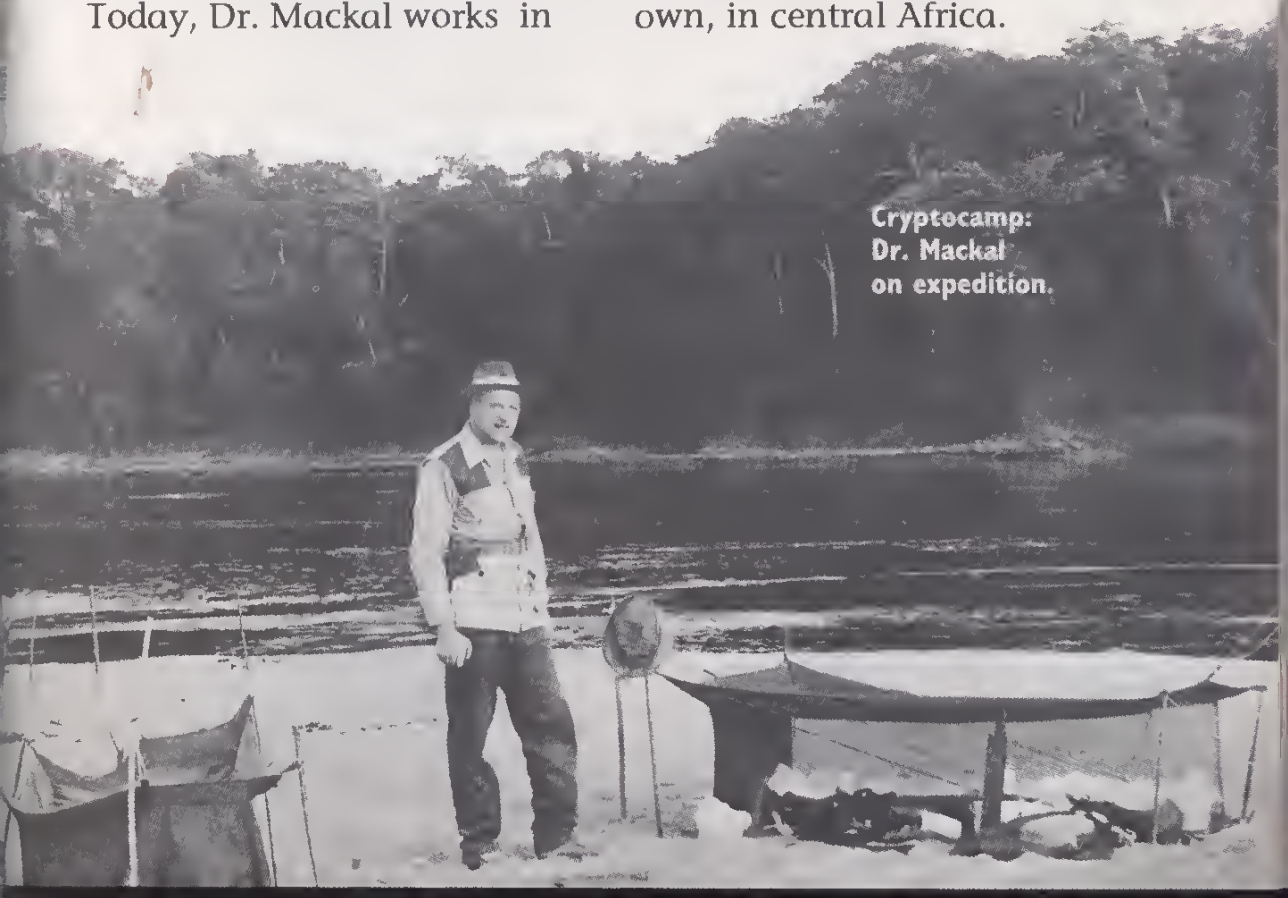
And Tomorrow you can do it all over Again.

©1992 Kevin O. Mooney

Master Monster Hunter

Dr. Roy P. Mackal wasn't *born* a monster hunter. He grew up on a farm, surrounded by the usual farm animals. Then, when he was seven or eight, he read *A Thousand Years a Minute*, a book about time-traveling scientists who come face to face with an *un*usual animal—a dinosaur!

Today, Dr. Mackal works in *cryptozoology*, the study of mysterious animals that many people call "monsters." Usually, people have reported seeing them, but scientists haven't been able to clearly photograph or study the animals. Dr. Mackal has investigated lake monsters in Loch Ness and Lake Champlain and a giant octopus off the Bahamas. And now he's tracking a dinosaur of his own, in central Africa.

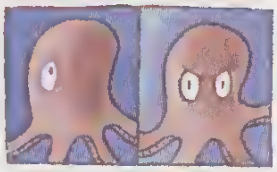


Cryptocamp: Dr. Mackal on expedition.

Dr. Mackal's Most Wanted

NESSIE
Loch Ness, Scotland. Lives in loch but "can move across land." Dr. Mackal helped direct the Loch Ness Phenomena Investigation.

CHAMP
Lake Champlain, New York/Vermont border. Starring in an episode of "Unsolved Mysteries" this fall. Dr. Mackal helped with episode.



GIANT OCTOPUS
Off the coast of the Bahamas. Should we call it Octi? Armed with tissue samples, Dr. Mackal's checking out this big guy.

A dinosaur?

Oh, come on. Dinosaurs have been extinct for millions of years.

Sixty-five million, to be exact. But Dr. Mackal's pretty confident. He's pointed out that there's no way he "would endure extreme hardship, even risk my life, to pursue a dream with no basis in reality." In other words, if it was bogus, he wouldn't waste his time on *mokele-mbembe.*

On what?

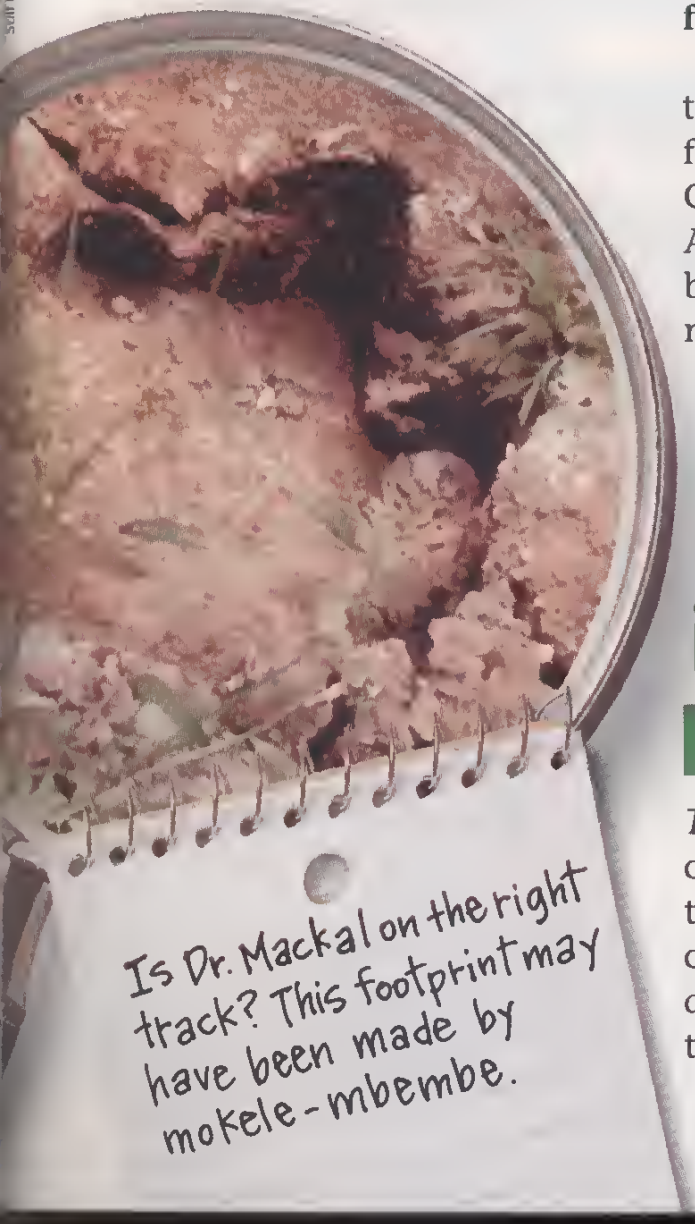
Mo-kay-lee em-bem-bee. You *know,* that creature that just might be a living sauropod dinosaur. (Some of the biggest land animals ever were sauropods, plant-eaters with long necks and small heads. Mokele-mbembe is smaller than them.) Dr. Mackal had read about mokele-mbembe, but after talking to reptile expert James Powell, he *really* got interested. From reports of sightings, the two of them mapped out exactly where the animal seemed to live. Then Dr. Mackal said, "Let's go have a look and see if there's anything to it."

Was there?

Well, when they reached the Congo and talked to people, they got reports of *big* tracks—about the size of dinner plates—with three claw marks. They also got more reports of sightings, but those were a little confusing; people described a lot of other unusual animals there. As Dr. Mackal says, "There's more in that jungle than heaven and earth

know about."

It turned out that they had their hands full dealing with jungle animals they *did* know about. Traveling through the Likouala swamp, they ran into driver ants (a type of army ant) and deadly snakes such as the green mamba, rhino viper, and cobra. Dr. Mackal was bitten by the green mamba. But he kept looking for mokele-mbembe.



Did he find it?

He found tracks and took pictures of them.

Just tracks?

Don't knock it—pictures of tracks are important proof.

I guess.

So is he still going to look for it?

You bet. Right now, he's trying to set up an expedition for 1993. He and Douchan Gersi, another DISNEY ADVENTURES explorer, will travel back to the jungle to find mokele-mbembe.

He must want to see it pretty badly.

That's the understatement of the year. Dr. Mackal puts it this way: "Even if it chewed off my left arm, I would look at that stump with a smile for the rest of my life."

—*Catherine McCafferty*

BMX

Racing around a dirt track

Pedaling elbow to elbow around a curve

Flying over a tabletop jump

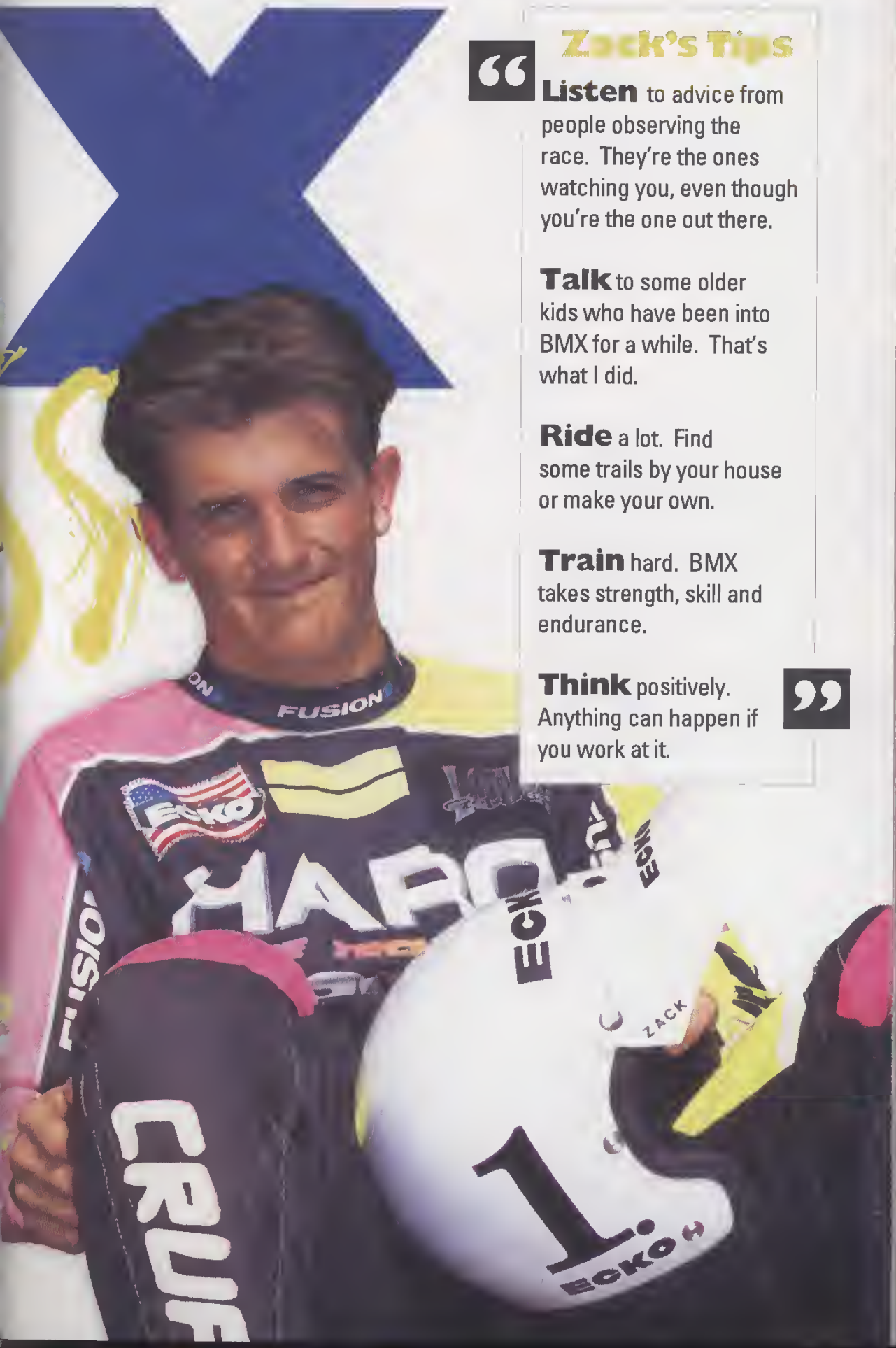
BMX, or bicycle motocross, is one of the fastest, dirtiest sports around—and 16-year-old Zack Roebuck is the country's top BMX race amateur. How'd he get to the top of the heap? He says it was due to strong family support, countless hours of riding and training—and staying away from nail clippers.

Wait a second. Nail clippers?

"I have something about cutting my fingernails before a race," he explains. "It seems like if I cut them, I'll do terrible. It sounds stupid, but I'm serious!"

It may sound stupid, but it seems to work. Zack just started competing five years ago, when his parents took him to his first race. He didn't advance from the qualifiers to the main event, but he did get hooked on BMX. A few weeks later, he

Photography Brad McDonald Lettering John Lee/Equinox



Zack's Tips

"**Listen** to advice from people observing the race. They're the ones watching you, even though you're the one out there.

Talk to some older kids who have been into BMX for a while. That's what I did.

Ride a lot. Find some trails by your house or make your own.

Train hard. BMX takes strength, skill and endurance.

Think positively. Anything can happen if you work at it."

won his first trophy for a third-place finish.

Now he's a superfast 16 Expert with hundreds of trophies, the Number One Amateur title, and the sponsorship of a company named Haro/Crupi. They pay his travel expenses and give him all the bikes and parts he needs. (He's now riding a 22-pound race bike worth about $1,500 and a larger bike with 24-inch wheels, known as a cruiser.)

To become a BMX champion, you have to compete in races sponsored by either the American Bicycle Association (ABA) or the National Bicycle League (NBL). They have tracks across the country and award points to their members for each win. The bigger the race, the more points—and bigger trophies—you can earn.

The last national race of the year, called the Grandnational, is held each November. This race decides the new number one racers in classes ranging from five-year-old Beginners to Professionals. At last year's Grandnational, Zack started in ninth place, based on the points he'd earned all year. He rode well, a few of the hottest riders crashed—and Zack ended up in first place, the top racer of the year. —*Mike Daily*

What's BMX?

BMX is short for bicycle motocross. It evolved from motorcycle motocross almost 20 years ago. In BMX, up to eight kids pedal their bikes out of a starting gate and race around a specially built dirt track that contains long straightways, different shapes of jumps, and banked turns called "berms."

Racers must wear long-sleeved shirts, long pants, a helmet, gloves and a mouthguard. Any bicycle with 20-inch wheels can be raced, as long as the kickstand, chainguard, and other "extras" are removed for safety reasons.

To find out more about getting started in BMX, and to get a directory of tracks in your area and a free sticker, write to:

American Bicycle Association
P.O. Box 718
Chandler, AZ 85244

National Bicycle League
P.O. Box 729
Dublin, OH 43017

JOE ROCKET
Master of All Knowledge
and his sidekick
MC²

Hey. Blubb's got an ear infection. I'm telling you this because it's all we've been hearing about for the past three days:

"Joe, my ear hurts. Can you bring me some water?"

"MC², my ear hurts. Can you read the story of relativity again?"

"Chip, my ear hurts. Can we draw Catwoman on your computer?"

Every time I yell at him to knock it off, he pretends that he can't hear me. At first I was worried, so I started watching him—you know, when he wasn't looking. But now I think he's faking.

He plays Nintendo. He eats ice cream. He watches two TV shows at the same time. But the minute I walk in the room, he gets that puppy dog look and gives me a list of the things I have to do for him.

To keep him quiet, I gave him a bunch of your questions so he could pick some for me to answer. It figures he found this one:

When you take medicine for a sore ear, how does it cure your ear? Doesn't it go right to your stomach?
Susan Savoury, 10
Prince George, British Columbia

Blubb says medicine doesn't cure a sore ear. Cookies do.

In answer to your question, when you swallow medicine, it makes its way to your stomach. There it's absorbed into your bloodstream and starts traveling around your body. (It only takes one minute for blood to travel through your whole body.)

How does medicine know where it's supposed to go? It doesn't. Ear medicine travels through your bloodstream all over your body. It won't hurt the rest of you, but when it reaches your ear, it starts to help.

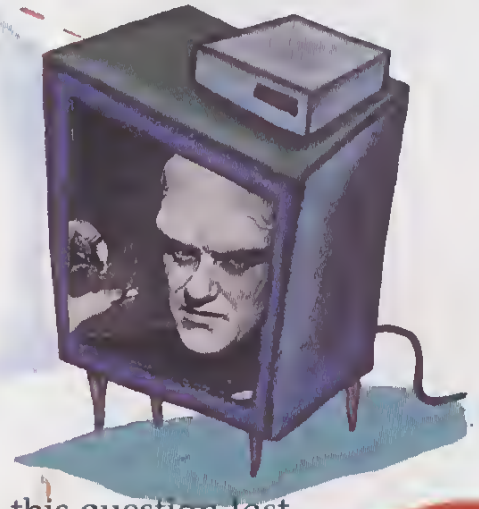
Here's another Blubb picked out:

Illustrations Joe Rocco

What is the coolest place in the world?
Stacey Burris, 9
Troy, North Carolina

That's easy. The A-ZONE.

I know, I know. You don't mean cool as in fresh. You mean cool as in cold. Well, the average temperature at the Pole of Cold in Antarctica is about -72°F. If you ever go there, take a hat.



I got this question last month, and since Blubb is glued to the TV, I guess I'll answer it:

How come there isn't a channel 1 on TV?
Erin Somerville
Vancouver, British Columbia

There *was* a channel 1 when TV first started broadcasting in the 1940s. But the frequency that it used to broadcast was the same as the one some mobile radio channels used. The Federal Communications Commission (the people who deal with this kind of stuff) decided that mobile radios needed that frequency more than TV did. So even though we've got tons of cable channels, we've got no O-N-E.

Cable television, by the way, has a channel 1. But it's not broadcast through the air; it comes to your house through wires. Also, some schools have a Channel One, which is a news show. But that Channel One is broadcast through special satellites.

Well, time to go watch Blubb take his medicine. I must say, seeing him swallow that gnarly pink stuff has almost made up for the past few days. Almost.

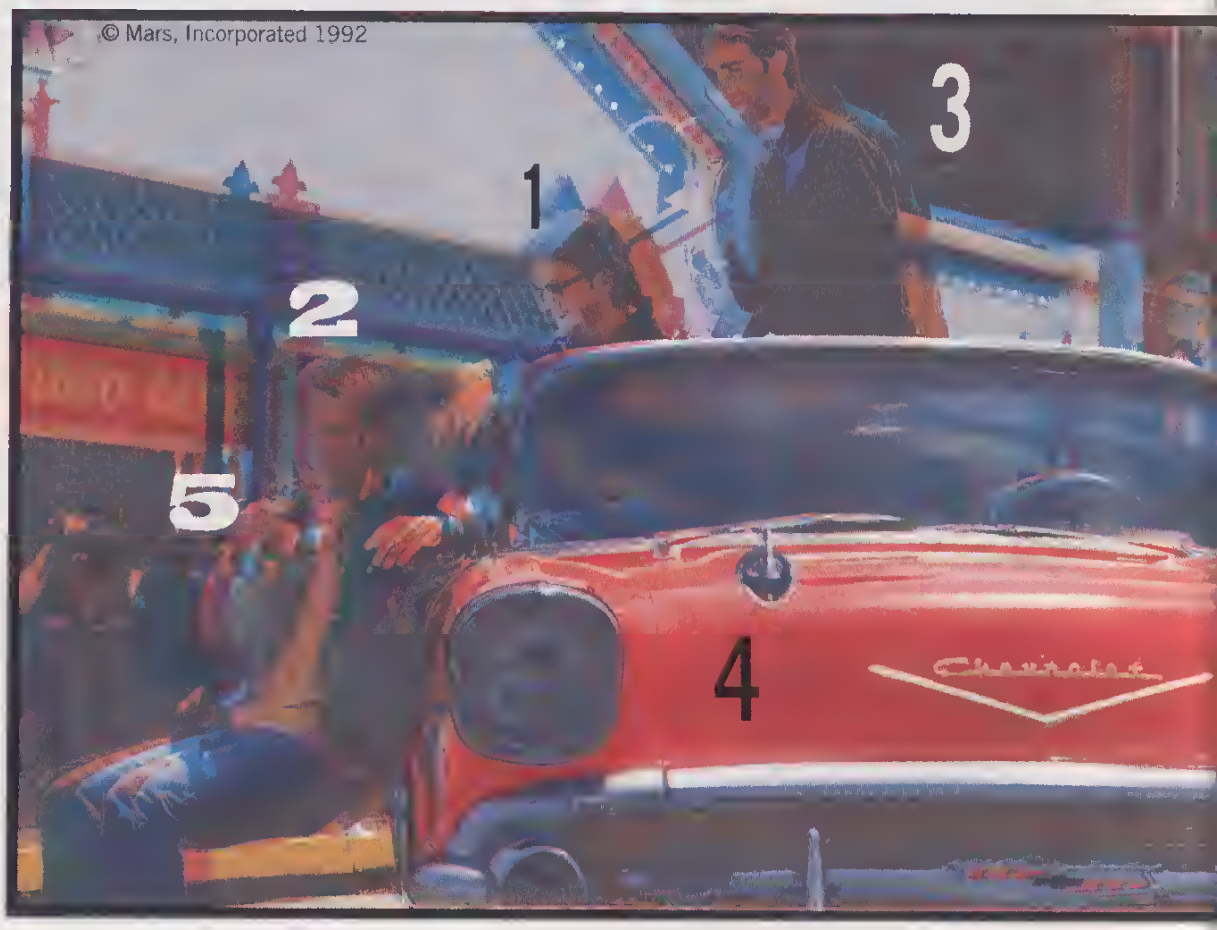
The good news is that last week Chip and I went to visit a video game company and found out how the things are made. We wrote about it and took some fresh pictures. Check them out on the next page.

Next time I'll talk about why we have belly buttons.

'Til then, *play hard and think deep.*

You can write to:
Joe Rocket,
Master of All Knowledge
DISNEY ADVENTURES
500 S. Buena Vista Street
Burbank, California
91521-6018.

BIG GAME



1 The Professor. His IQ — oh, about 200,000. Which is exactly the score he just racked up on Destructo Tank Game. 2 Stan. He'd rather play his games on the football field. Where he's kno (by opposing teams) as something of a Destructo Tank himself. 3 Maestro. Too cool for vi games. Likes to save himself for something really big. Which something can be found in... 4 car. Nicknamed Marilyn. Where the three guys always keep a big supply of 3 MUSKETEERS® ba 5 The bar. Of all the big things in life, nothing is bigger than the big chocolate of a 3 MUSKETEER

BIG ON CHOCOLATE!™

Inside a Video Game Company

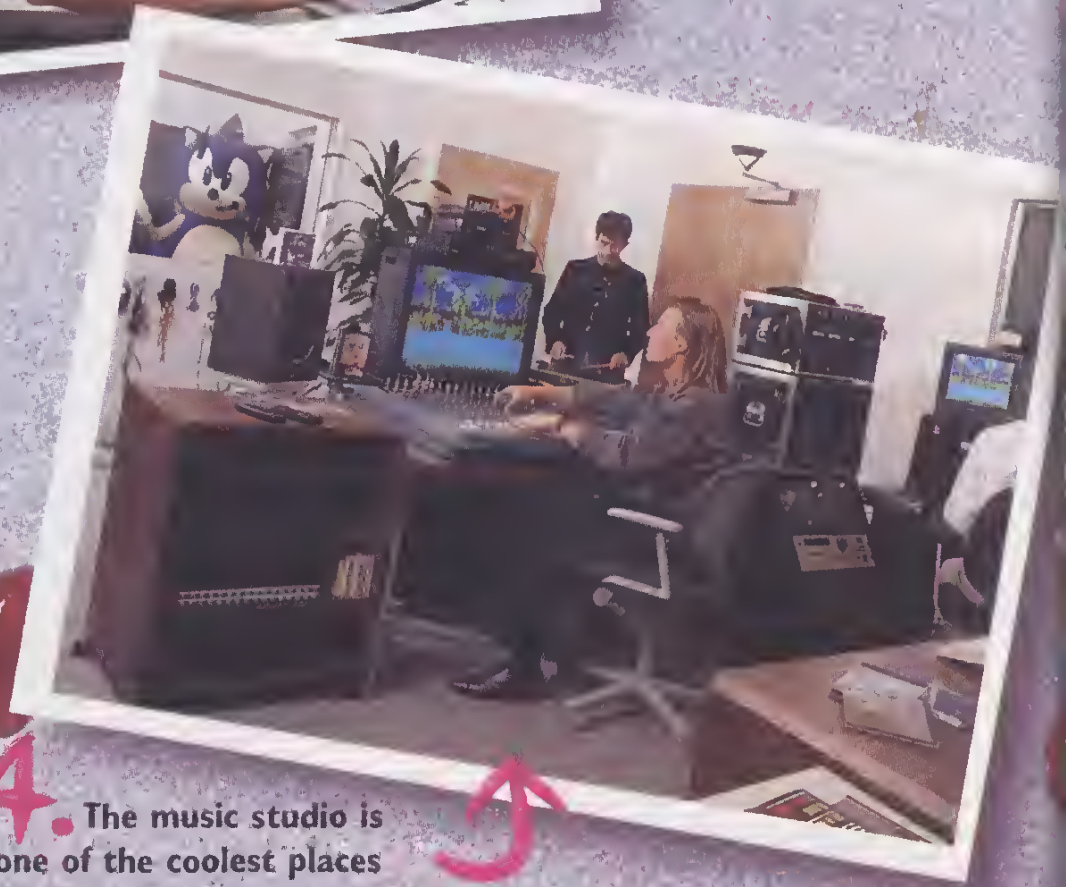
Hey again.

Chiphead and I went out to shoot some hoops and left our photos on the kitchen table. When we came back half an hour later, we found Blubb looking at them and eating a pbj at the same time. I yelled at him, telling him that I needed the pictures for D.A. magazine. But he said he didn't think he got jelly on any of the good ones. Right. Anyway, here are the photos from our trip to a video game company. If you see any grape jelly stains, you know who to blame.

1. This is me, Chip and Al Nilsen outside the company building. Al's the guy in charge. He oversees every step of creating a game —from the day someone thinks it up to the day it hits the stores. He told us that it takes a whole year to make just one game.

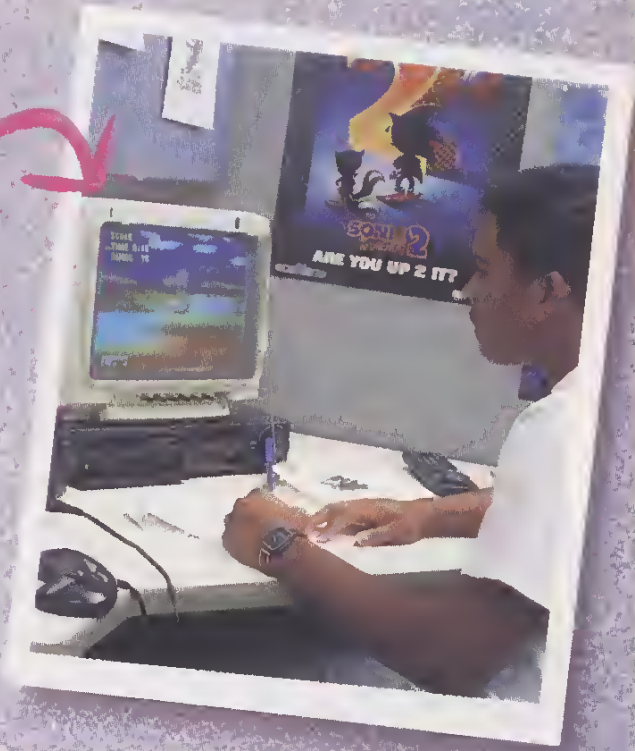
2. After someone writes down a detailed idea for a new game, he or she gives it to an artist. Then the artist draws the character. Sonic the Hedgehog and Toe Jam & Earl were probably created on a board like this.

3. Once the artist has finished the character, the computer programmer makes it do cool stuff on the screen. (This is probably where Sonic the Hedgehog's super sonic spin attack was created.)



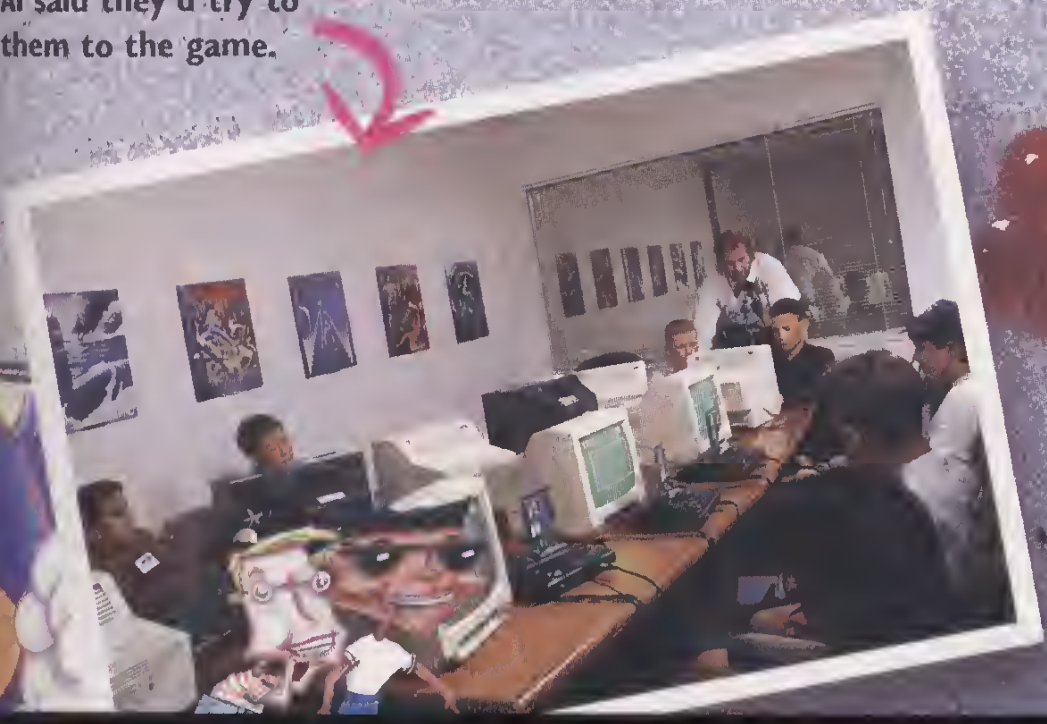
4. The music studio is one of the coolest places we visited. In it, professional musicians compose and record music and sound effects for each video game. They even use computers to write the music.

5. Some people get paid to spend all day playing video games. Their job is to test out new games and look for bugs. (A bug is a problem with a computer program that causes an error.) Al told us that each game is tested for hundreds of hours.



6. A group of kids also tests games. Chip and I and these kids played Sonic the Hedgehog 2. Then the programmers asked us questions. They wanted to know what we liked, what we didn't like and how we would make the game better. They wrote down all our ideas, and Al said they'd try to add them to the game.

Before we left, Al told us that after a program is finished, it takes about three months for the cartridges to be manufactured and shipped to stores around the country. The next time you play a game, remember what it's been through. That's it for now. May all of your scores be high scores.



Bug

Imagine lying on the ground, eye-level with an ant. It gets closer to your eyes...and closer...and closer...until the ant looks as big as a tank and you feel as if you've entered the world of *Honey, I Shrunk the Kids.*

Want an even closer look? Try these photos, which were taken with a scanning electron microscope. Using this compound microscope, a camera and a source of light, scientists can magnify an object many times, then take a photo of it for closer study.

Here's a close-up look at some ordinary bugs, who turn out to be pretty scary guys.

E.T., PHONE HOME

This small beetle is shown at 50 times its real size.

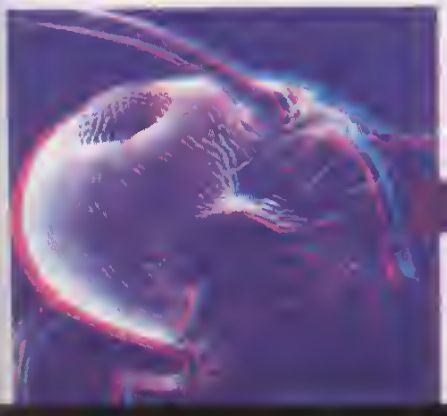
WHAT BIG EYES YOU HAVE

This photo of a small moth has been enlarged 30 times.

eyes!

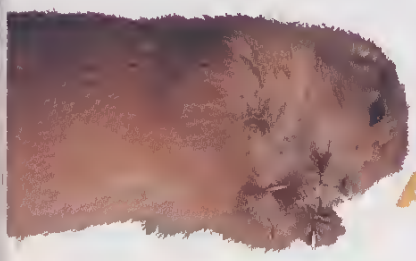
NOT SO ITSY-BITSY

This green grass spider has been magnified 100 times. Its body is actually clear; you'd barely be able to see it in real life.



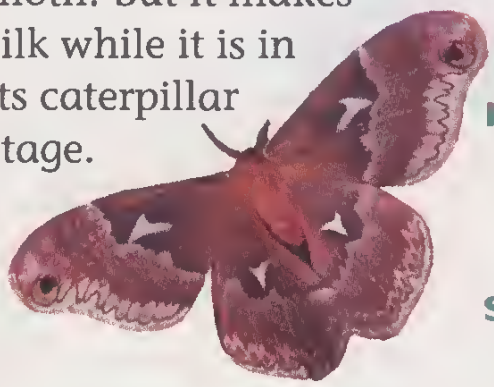
ALIENS 4? No, this is just the head of a red ant, magnified 100 times.

Walter Nilsson rode 3,306 miles on a unicycle, all because of a dare! Robert Ripley (the guy from Ripley's Believe It or Not!) dared the "King of the Unicycles" to ride from New York City to San Francisco. So in 1934, Nilsson rode through blinding rainstorms, a hailstorm and the hotter-than-hot Death Valley. It took him 117 days, and he didn't fall once. The publicity was great, but by the end of the trip he had trouble sitting down.



A prairie dog isn't a dog. It's

Things That Aren't
A silkworm isn't a worm. Instead, it's a moth. But it makes silk while it is in its caterpillar stage.



Tired of your local amusement park? Then check out some of these peculiar theme parks.

Dollywood *Pigeon Forge, Tennessee* Rides, shows and a museum dedicated to its namesake, Dolly Parton.

Hersheypark *Hershey, Pennsylvania* Check out the Kissing Tower with kiss-shaped windows or visit Chocolate World.

Sportsworld *Kitchener, Ontario, Canada* Sports lovers alert: There's everything here from go-karts to batting cages.

Getting Free* Stuff From The Kool-Aid Wacky Warehouse Is As Easy As 1.2.3.

1. Drink

First, you'll want to enjoy lots of your favorite flavors of KOOL-AID soft drinks, including the latest and greatest of them all, Great Bluedini!

2. Save

Next, make sure you cut out all the KOOL-AID points on the back of all the KOOL-AID you drink. You'll find the points on every type of KOOL-AID, and an order form on most types of KOOL-AID we make. The more you save, the sooner you'll get all your free stuff!

3. Send

Now that you've saved all those KOOL-AID points and picked out your favorite stuff on the order form, it's time to send it to the Wacky Warehouse! You can also get more free order forms by sending to:

The Wacky
Warehouse
P.O. Box 23322
Kankakee, IL 60902

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* With postage handling, and KOOL-AID points

For Dessert? Choco-covered Ants

Get a load of the menu at the New York Entomological Society's 100th anniversary dinner: mealworm balls (with tomato sauce), insect tempura, spiced cricket and popped mealworms (a sort of creepy, crawly popcorn). An inside source says bugs are really tasty and that, "If you didn't look at them, you wouldn't know what you're eating." We'll stick to our bugless diet, thank you very much.

Did you know that parsley gets rid of bad breath better than peppermints? That's because parsley has chlorophyll, a natural breath freshener.

Things That Aren't

A Spanish fly isn't a fly. It's a beetle that's also called the "blister beetle." If you touch it, you can get burns or blisters from its skin.

odent whose first cousin is the squirrel.

Fore-legged Caddies

At the Talamore club in North Carolina, you can rent llamas to caddy for you. Llamas, pack animals trained to carry more than 100 pounds, don't think that the 50-pound golf bags are any big deal. And they're so well-trained that they know better than to munch on the fairways!

The world's longest fingernail is 41 inches long. This nail rests on the thumb of Shridhar Chillal of Pune, India. Wonder how he keeps from poking his eye out...

Illustrations Wayne Vincent

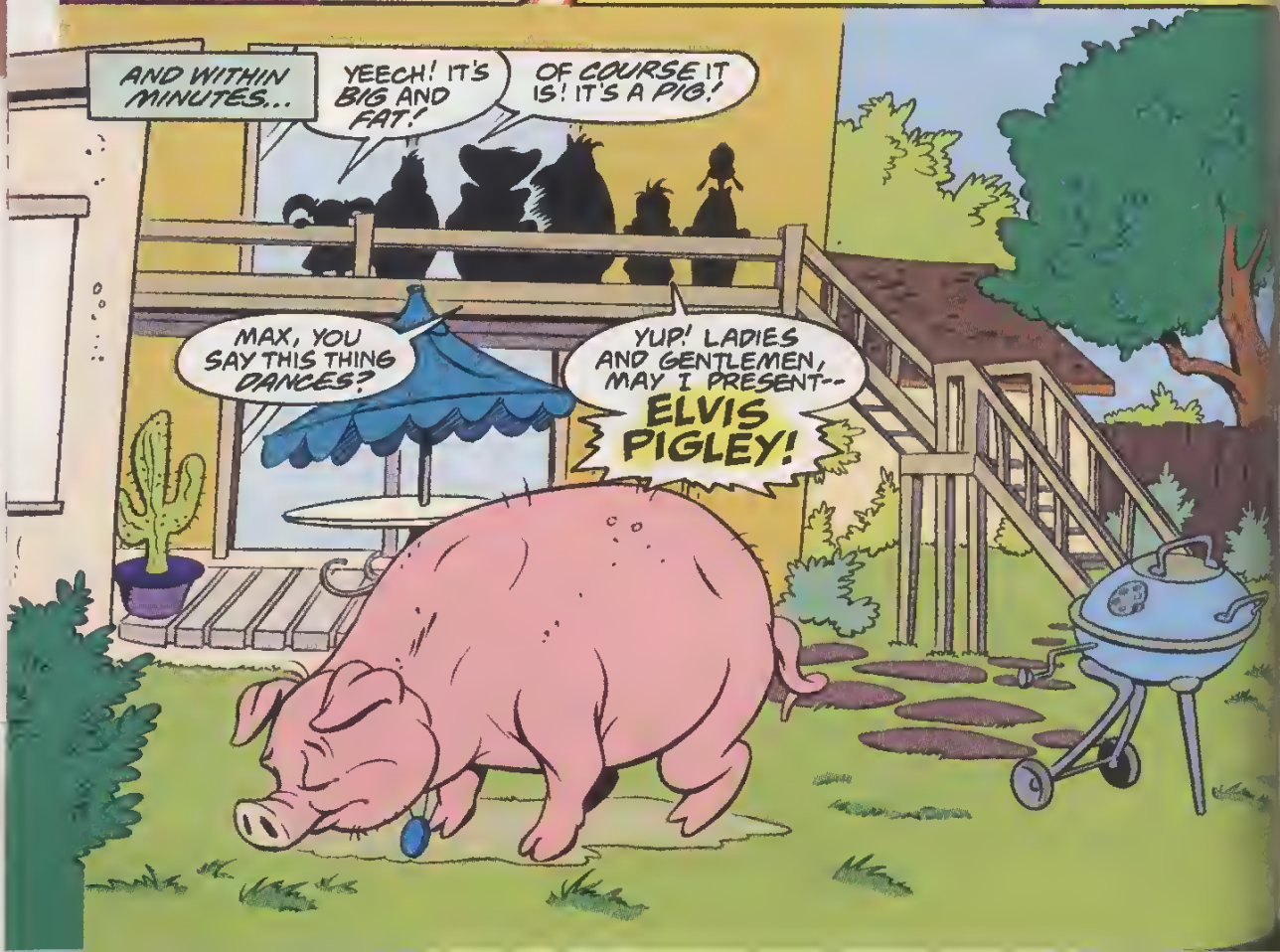
GOOF TROOP in HAMMING IT UP!

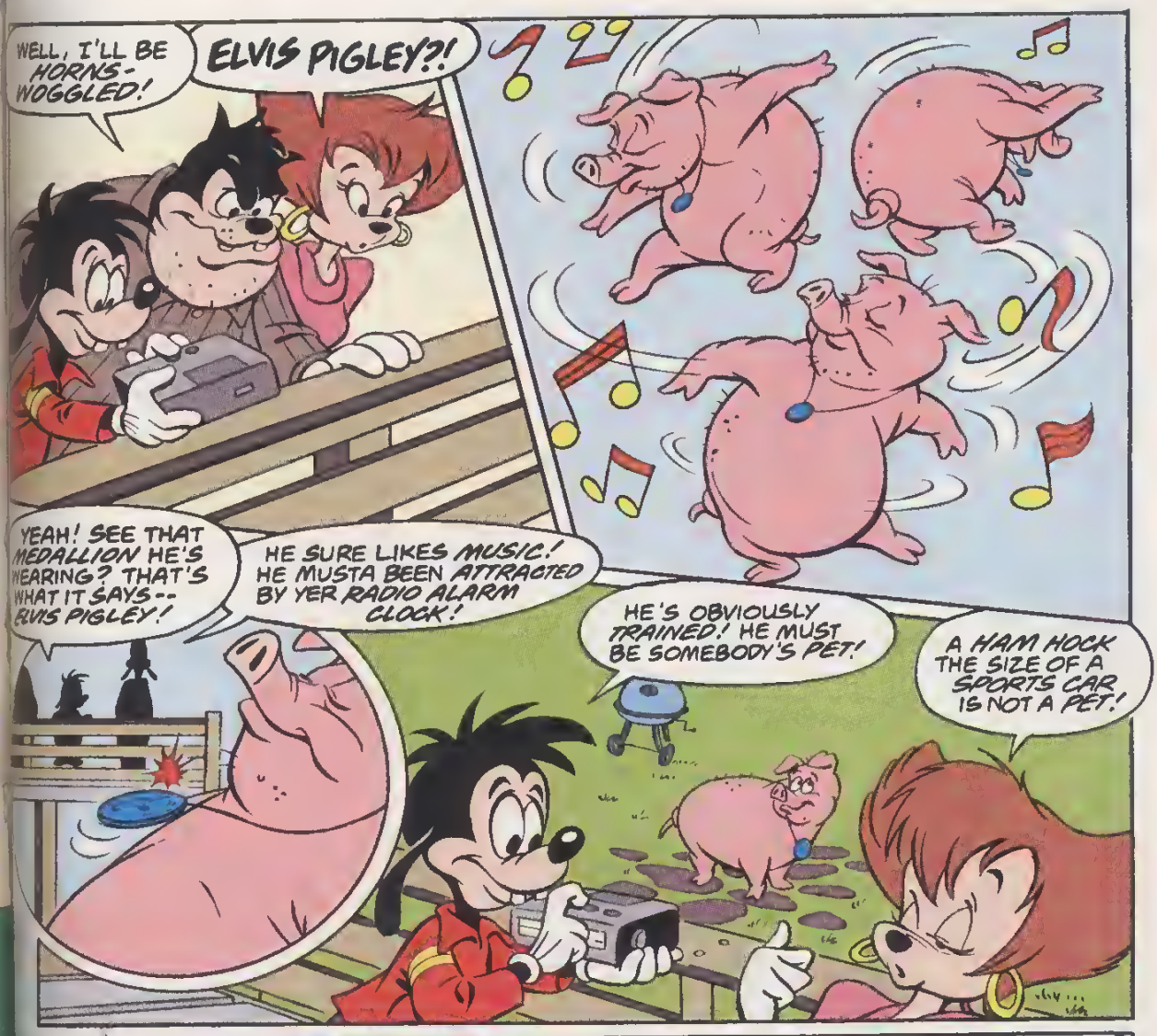
FWOK!
DANCE, IN A CROWD OR A-LONE!
AHH, THAT'S MORE LIKE IT...
SQUEEEEEEL
WHOA!!
DANCE, BABY, DANCE! YOU'RE A STAR--
HUH??
DAD! DAD! THERE'S A DANCING PIG IN THE BACKYARD!
A CAMPING FIG IN A FLAB JAR...??

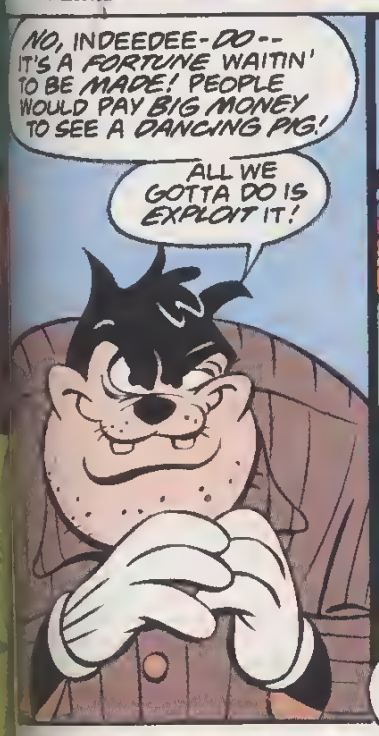
PIG ALERT! PIG ALERT! WHOOP WHOOP WHOOP!

WHU...?
I SAID PIG ALERT!

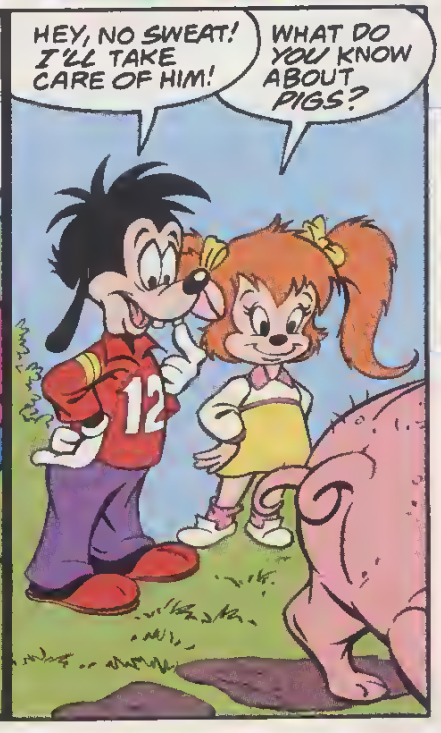
HEY, WHO ARE YOU CALLING A PIG?!
NO, PEEJ, I MEAN A REAL PIG, AND IT'S DOING THE HOKEY-POKEY IN MY BACKYARD!
GET OVER HERE MUNDO PRONTO!


AND WITHIN MINUTES...
YEECH! IT'S BIG AND FAT!
OF COURSE IT IS! IT'S A PIG!
MAX, YOU SAY THIS THING DANCES?
YUP! LADIES AND GENTLEMEN, MAY I PRESENT--
ELVIS PIGLEY!


WELL, I'LL BE HORNS-WOGGLED!
ELVIS PIGLEY?!
YEAH! SEE THAT MEDALLION HE'S WEARING? THAT'S WHAT IT SAYS-- ELVIS PIGLEY!
HE SURE LIKES MUSIC! HE MUSTA BEEN ATTRACTED BY YER RADIO ALARM CLOCK!
HE'S OBVIOUSLY TRAINED! HE MUST BE SOMEBODY'S PET!
A HAM HOCK THE SIZE OF A SPORTS CAR IS NOT A PET!


NO, INDEEDEE-DO-- IT'S A FORTUNE WAITIN' TO BE MADE! PEOPLE WOULD PAY BIG MONEY TO SEE A DANCING PIG!
ALL WE GOTTA DO IS EXPLOIT IT!

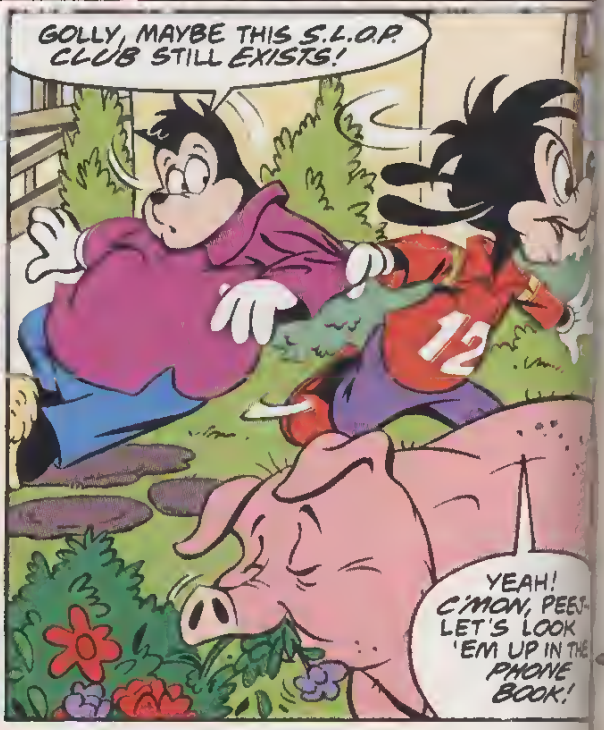
NOPE, MAX IS RIGHT! THIS CUTE LITTLE...ER, BIG.. FELLER MUST BE A PET! I THINK WE OUTTA PUT AN AD IN TH' NEWS-PAPER--
-- SO THE OWNER CAN FIND HIM!
BUT WHAT'RE YOU GONNA DO WITH HIM IN THE MEANTIME?

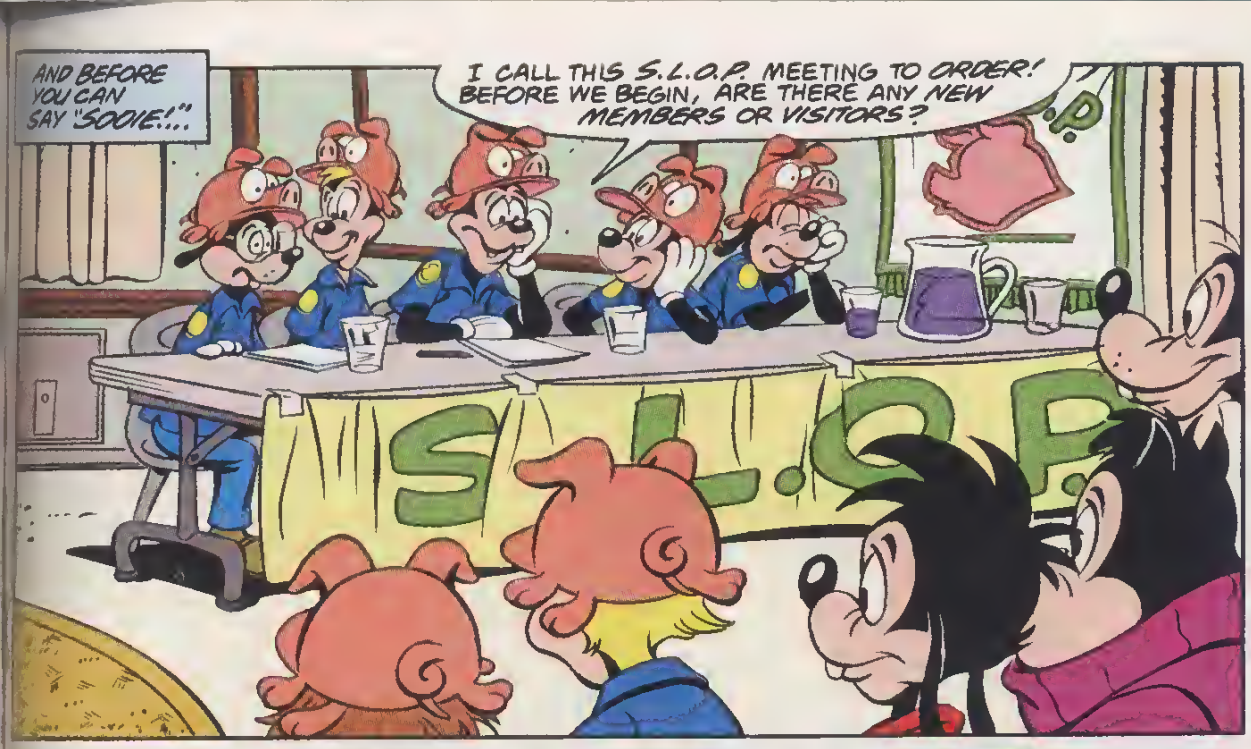

HEY, NO SWEAT! I'LL TAKE CARE OF HIM!
WHAT DO YOU KNOW ABOUT PIGS?

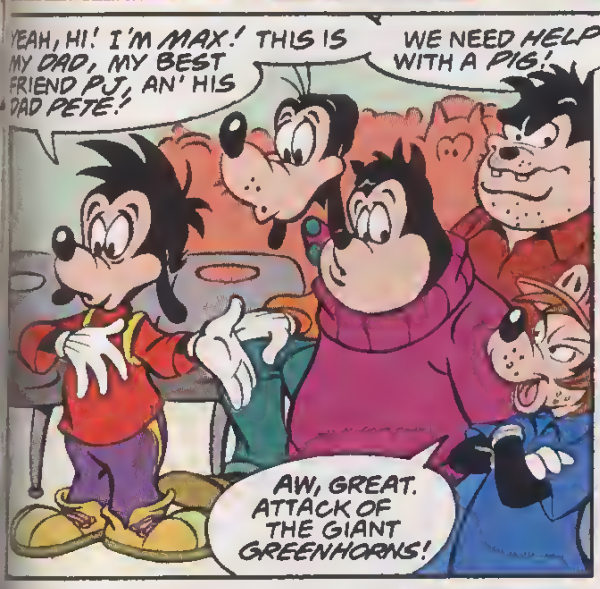
NEVER FEAR, MAXIE! I WAS ONCE A MEMBER OF S.L.O.P.!
S.L.O.P.?
YUP! SPOONERVILLE LEADERS OF PIG-FARMING!

SPOONERVILLE WASN'T ALWAYS A CITY, Y'KNOW! WHEN I WAS A LITTLE GOOF, THERE WERE LOTSA FARMS AROUND, AN' THERE WERE ALL KINDS OF YOUTH CLUBS TO HELP KIDS RAISE FARM ANIMALS!
I JOINED S.L.O.P. WHILE PETE HERE W A MEMBER OF M.U.C.K.!
M.U.C.K....?
IT WAS A BY-INVITATION-ONLY HORSE ASSOCIATI FER RICH KIDS!

SHORE WAS, AN' THEY HIRED PETE T' CLEAN UP THE--
QUIET, YA BLABBERIN' IDJIT!

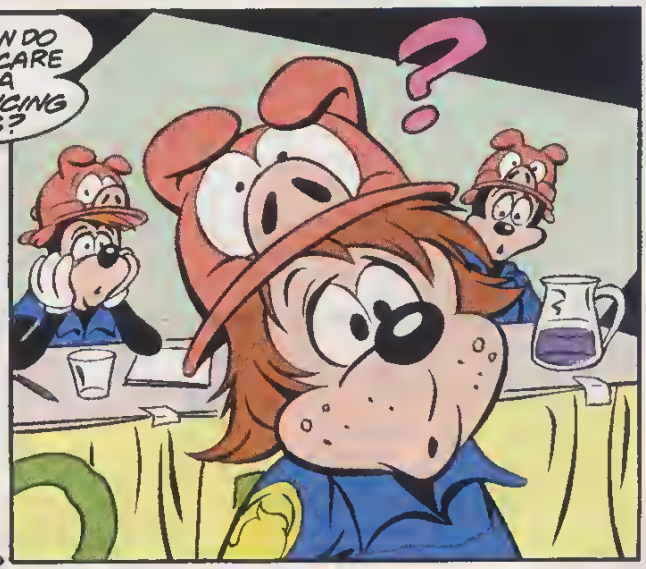

GOLLY, MAYBE THIS S.L.O.P. CLUB STILL EXISTS!
YEAH! C'MON, PEES- LET'S LOOK 'EM UP IN THE PHONE BOOK!


AND BEFORE YOU CAN SAY "SOOIE!..."
I CALL THIS S.L.O.P. MEETING TO ORDER! BEFORE WE BEGIN, ARE THERE ANY NEW MEMBERS OR VISITORS?
S.L.O.P.


YEAH, HI! I'M MAX! THIS IS MY DAD, MY BEST FRIEND PJ, AN' HIS DAD PETE!
WE NEED HELP WITH A PIG!
AW, GREAT. ATTACK OF THE GIANT GREENHORNS!

OH, BE QUIET, BUTCH!
YEAH, BUTCH! NOT EVERYBODY IS AN EXPERT LIKE YOU THINK YOU ARE!

OKAY, SO WHAT DON'T YOU KNOW, GREENHORN? I KNOW IT ALL!
GOOD! HOW DO YOU TAKE CARE OF A DANCING PIG?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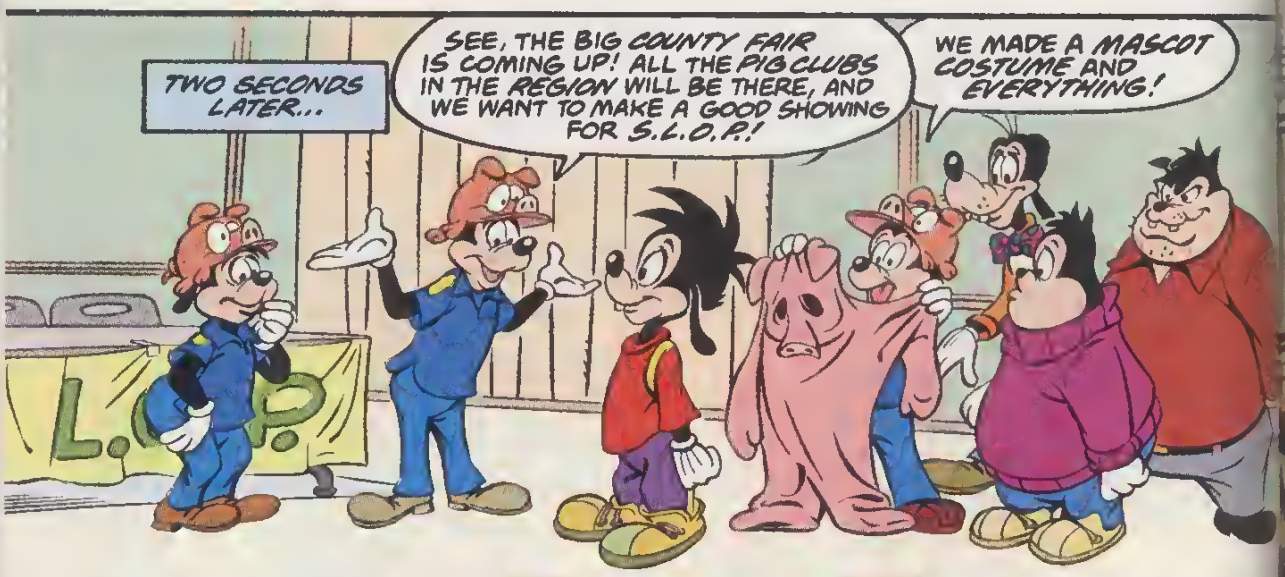
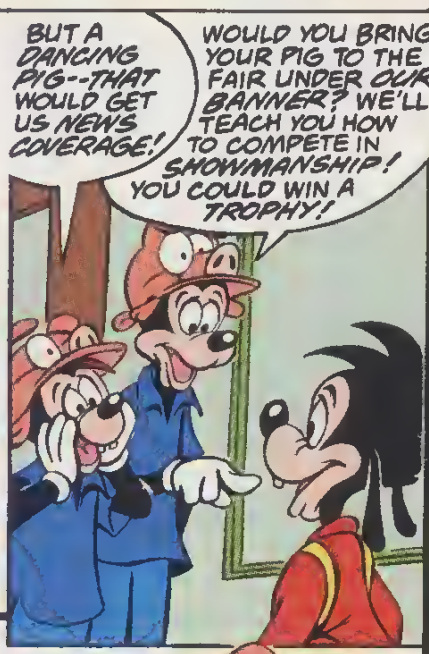
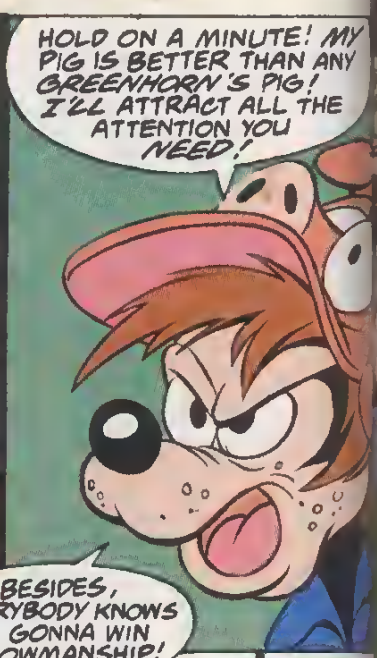
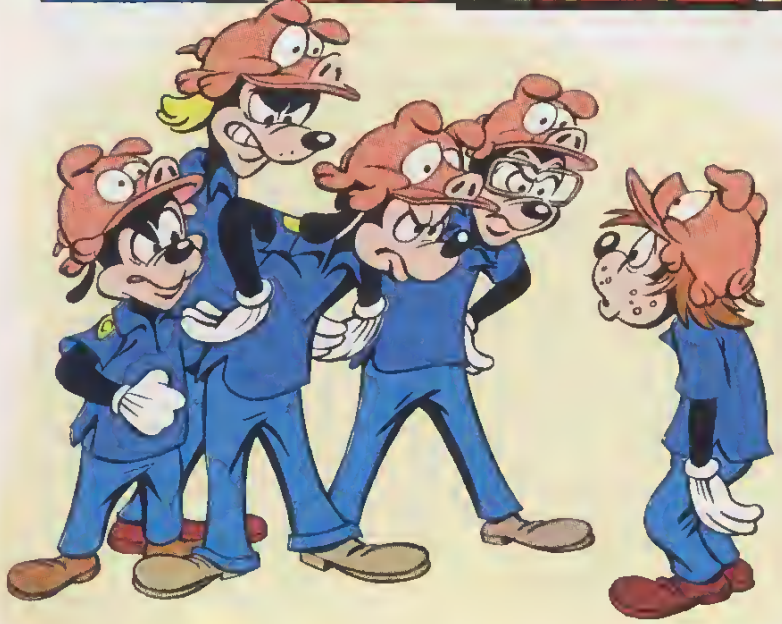

TWO SECONDS LATER...
SEE, THE BIG COUNTY FAIR IS COMING UP! ALL THE PIG CLUBS IN THE REGION WILL BE THERE, AND WE WANT TO MAKE A GOOD SHOWING FOR S.L.O.P.!
WE MADE A MASCOT COSTUME AND EVERYTHING!
L.O.P.

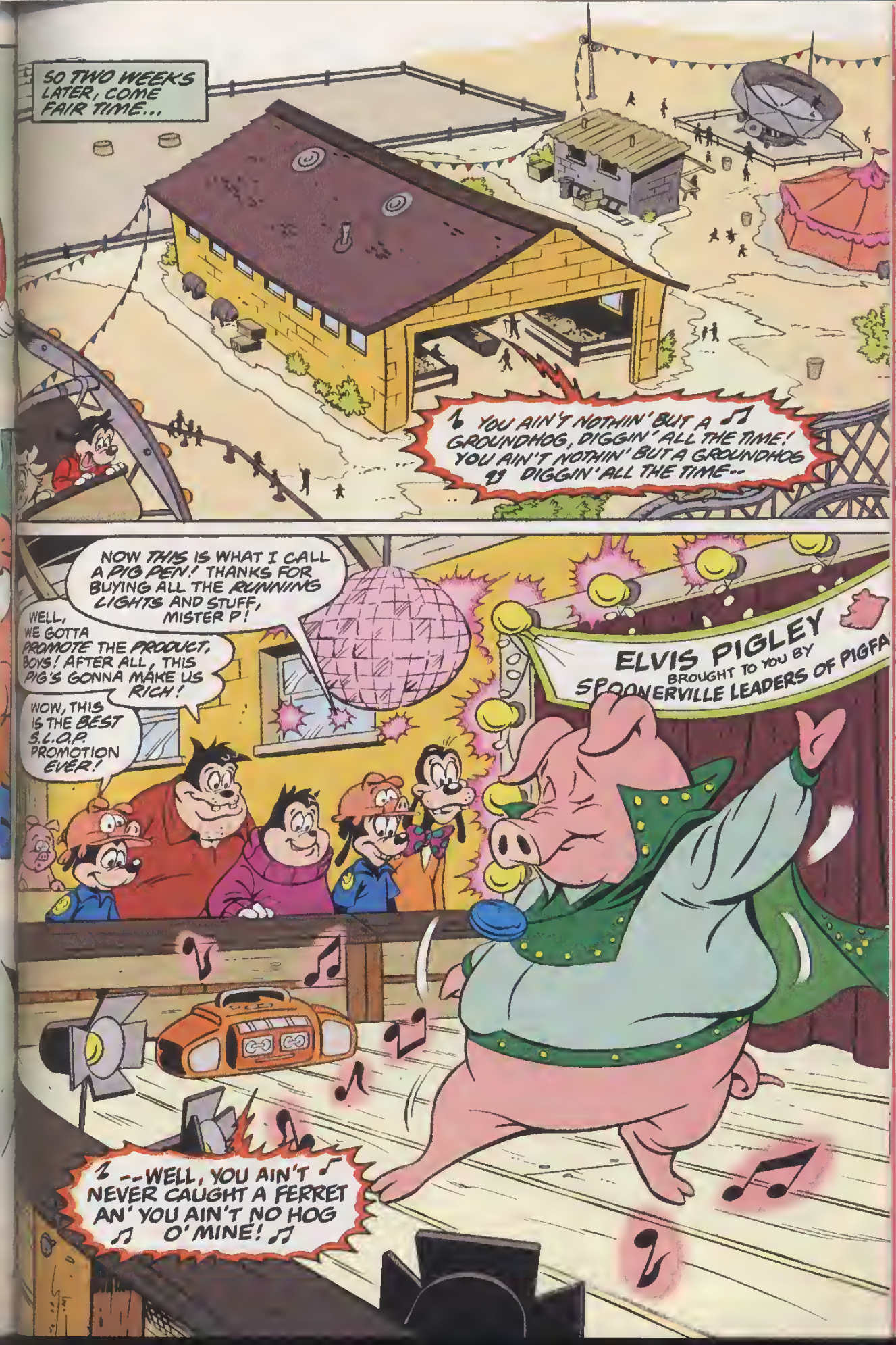

BUT A DANCING PIG--THAT WOULD GET US NEWS COVERAGE!
WOULD YOU BRING YOUR PIG TO THE FAIR UNDER OUR BANNER? WE'LL TEACH YOU HOW TO COMPETE IN SHOWMANSHIP! YOU COULD WIN A TROPHY!

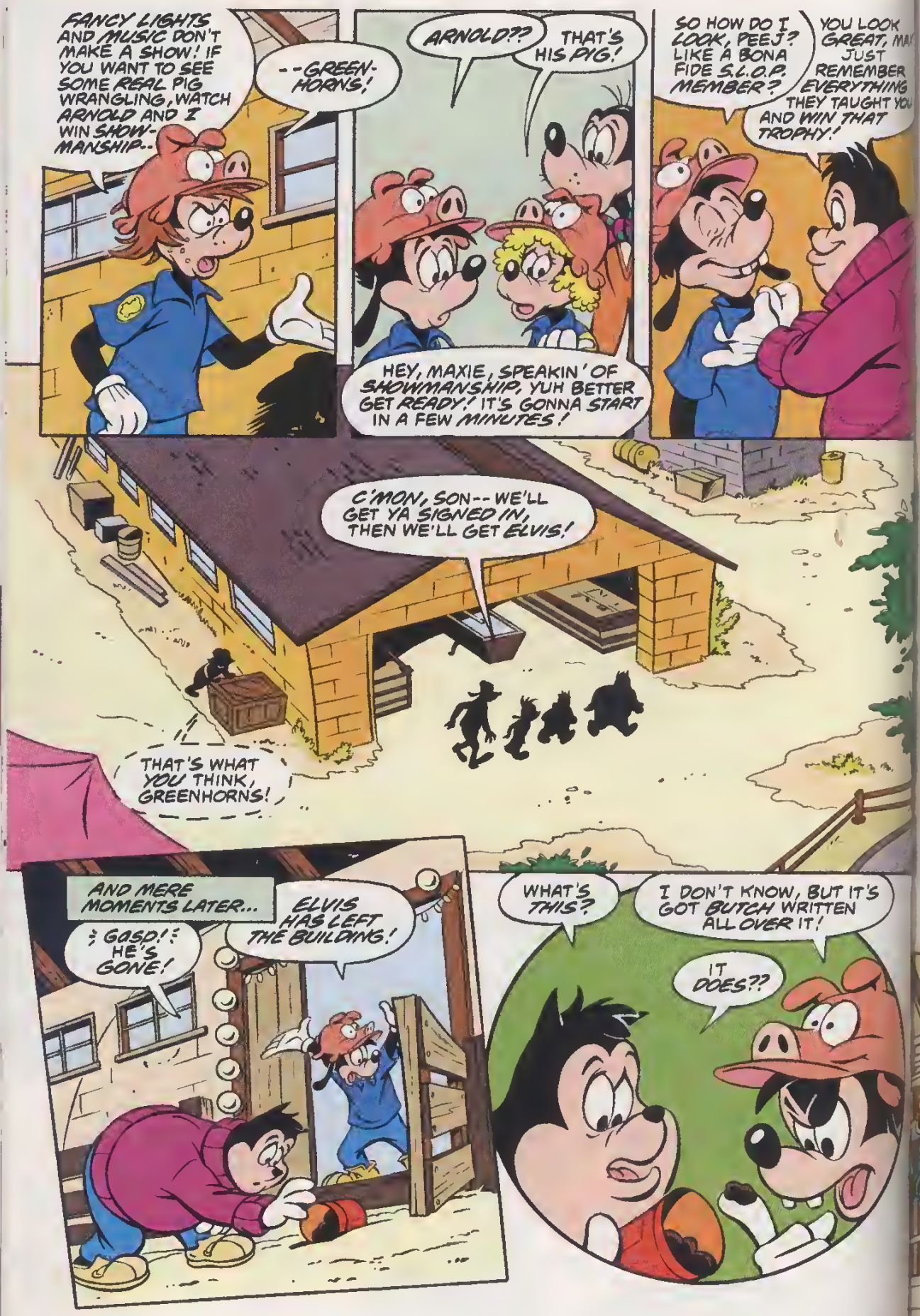
DO IT, BOY! YOU'LL GET A TROPHY AND THE PIG'LL GET FREE PUBLICITY!


HOLD ON A MINUTE! MY PIG IS BETTER THAN ANY GREENHORN'S PIG! I'LL ATTRACT ALL THE ATTENTION YOU NEED!
BESIDES, EVERYBODY KNOWS I'M GONNA WIN SHOWMANSHIP!



YOU GOT A DEAL!

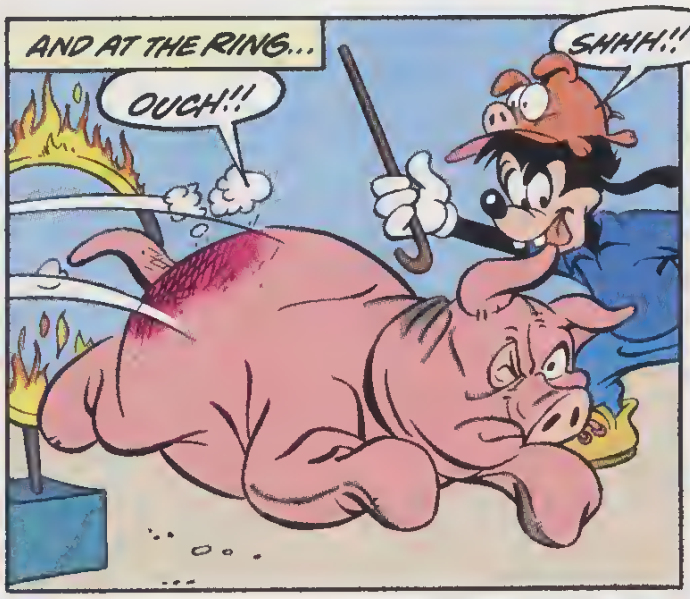

SO TWO WEEKS LATER, COME FAIR TIME...
YOU AIN'T NOTHIN' BUT A GROUNDHOG, DIGGIN' ALL THE TIME! YOU AIN'T NOTHIN' BUT A GROUNDHOG DIGGIN' ALL THE TIME--
NOW THIS IS WHAT I CALL A PIG PEN! THANKS FOR BUYING ALL THE RUNNING LIGHTS AND STUFF, MISTER P!
WELL, WE GOTTA PROMOTE THE PRODUCT, BOYS! AFTER ALL, THIS PIG'S GONNA MAKE US RICH!
WOW, THIS IS THE BEST S.L.O.P. PROMOTION EVER!
ELVIS PIGLEY
BROUGHT TO YOU BY
SPOONERVILLE LEADERS OF PIGFA
--WELL, YOU AIN'T NEVER CAUGHT A FERRET AN' YOU AIN'T NO HOG O' MINE!

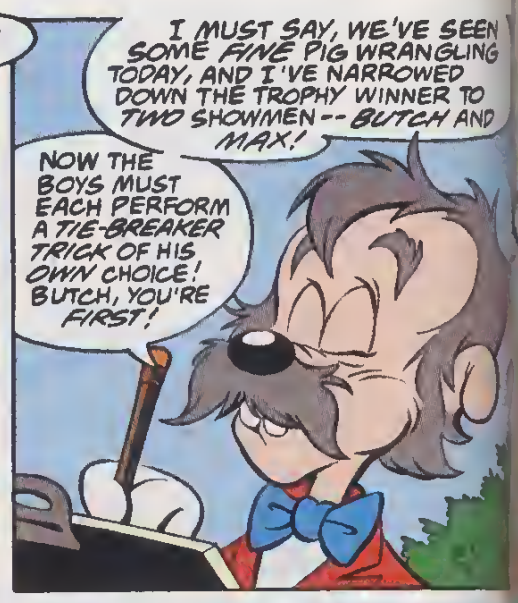

FANCY LIGHTS AND MUSIC DON'T MAKE A SHOW! IF YOU WANT TO SEE SOME REAL PIG WRANGLING, WATCH ARNOLD AND I WIN SHOW-MANSHIP--
--GREEN-HORNS!
ARNOLD??
THAT'S HIS PIG!
SO HOW DO I LOOK, PEEJ? LIKE A BONA FIDE S.L.O.P. MEMBER?
YOU LOOK GREAT, MAX! JUST REMEMBER EVERYTHING THEY TAUGHT YOU AND WIN THAT TROPHY!
HEY, MAXIE, SPEAKIN' OF SHOWMANSHIP, YUH BETTER GET READY! IT'S GONNA START IN A FEW MINUTES!
C'MON, SON--WE'LL GET YA SIGNED IN, THEN WE'LL GET ELVIS!
THAT'S WHAT YOU THINK, GREENHORNS!
AND MERE MOMENTS LATER...
GASP! HE'S GONE!
ELVIS HAS LEFT THE BUILDING!
WHAT'S THIS?
I DON'T KNOW, BUT IT'S GOT BUTCH WRITTEN ALL OVER IT!
IT DOES??

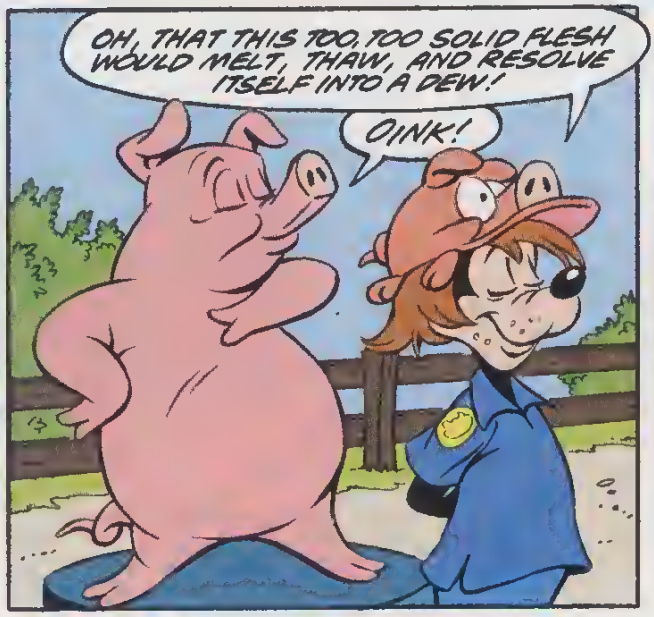
I KNEW THAT LITTLE THERP WAS TROUBLE!
HE'S AGED ME OUT OF THE COMPETITION! HE KNOWS I CAN'T COMPETE WITHOUT ELVIS, AND HE KNOWS I CAN'T GO FIND HIM OR I'LL LOSE MY PLACE IN THE RING!
THEN WE'LL GET ELVIS BACK FOR YA!
DARN RIGHT! I GOT MONEY INVESTED IN THAT PIG!
BUT MAX NEEDS ELVIS NOW OR HE'LL LOSE HIS CHANCE FOR THE TROPHY!
THAT'S WHERE YOU COME IN, SON!
ME??
I THINK I KNOW WHAT HE HAS IN MIND, PEEJ! C'MON!
AND SO...
NOW WHERE WOULD I GO IF I WERE A MILLION-DOLLAR PORKER?
HOW 'BOUT THE FLOWER EXHIBIT?
OH, FER CRYIN' OUT LOUD, YA STUPID IDJIT, PIGS DON'T LIKE--
FLOWER SHOW
--FLOWERS???
OINK?
THERE HE GOES, PETE! GRAB HIM!

YEEEAGH!
WEEEEEK!
SCHLORP
GAWRSH, HE'S A DIRTY FELLER, AIN'T HE?
THIS ISN'T DIRT, YA MORON! IT'S GREASE! THAT LITTLE CRETIN GREASED OUR PIG!!
CRASH
GO GIT HIM, PETIE!
NOBODY MUSSIES ME UP AN' GETS AWAY WITH IT!
MEANWHILE...
VERY GOOD, BUTCH AND AND ARNOLD! NEXT UP IS--
HEH HEH! SO MUCH FOR THE GREEN-HORN!
--MAX AND ELVIS!

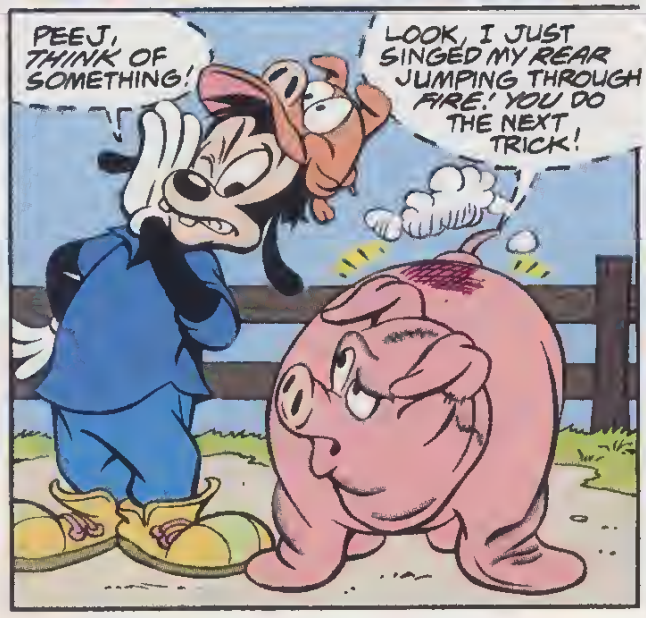
HERE WE ARE, SIR!
UHH-- OINK OINK!
WHAT?!
AS YOU ALL KNOW, THE PURPOSE OF SHOWMANSHIP COMPETITION IS TO FOSTER THE YOUNG PIG OWNER'S ABILITY TO HANDLE HIS ANIMAL!
SO, MAX, LET'S SEE IF YOU CAN GET ELVIS TO JUGGLE THESE BOWLING PINS--
--WHILE JUMPING THROUGH THESE HOOPS OF FIRE!
FWOOOP
AAAGH!!
WHILE ON THE MIDWAY...
STOP HIM, GOOFER!
KRASH!
WAHOOEEE!
GAWRSH! I MISSED!

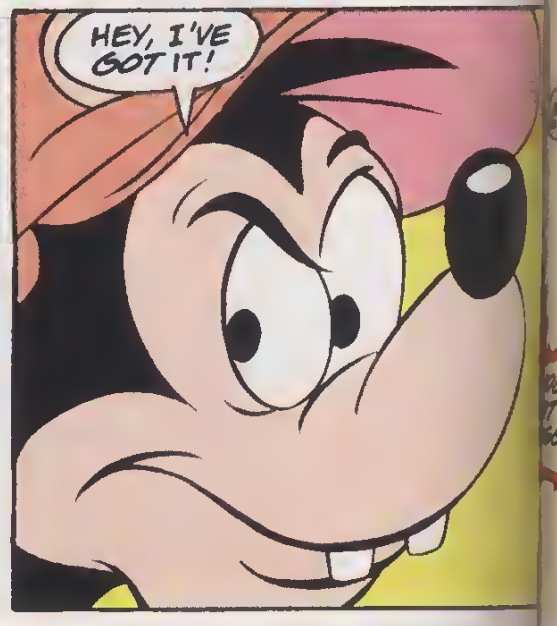

AND AT THE RING...
OUCH!!
SHHH!!


I MUST SAY, WE'VE SEEN SOME FINE PIG WRANGLING TODAY, AND I'VE NARROWED DOWN THE TROPHY WINNER TO TWO SHOWMEN -- BUTCH AND MAX!
NOW THE BOYS MUST EACH PERFORM A TIE-BREAKER TRICK OF HIS OWN CHOICE! BUTCH, YOU'RE FIRST!


OH, THAT THIS TOO, TOO SOLID FLESH WOULD MELT, THAW, AND RESOLVE ITSELF INTO A DEW!
OINK!

VERY GOOD, BUTCH!
AND NOW MAX!
CLAP CLAP CLAP


PEEJ, THINK OF SOMETHING!
LOOK, I JUST SINGED MY REAR JUMPING THROUGH FIRE! YOU DO THE NEXT TRICK!


HEY, I'VE GOT IT!

AND BACK AT THE MIDWAY...

THERE HE GOES INTO THE SWIRL-N-HURL RIDE!

WELL, GO IN AFTER HIM!

LEMME OUTTA HERE!!

BUT HYUK! THIS IS FUN!

BUT I'M GONNA BE SICK!!

OOOIINNNK!!!

YEEEAAAHH

ND AT THE RING...

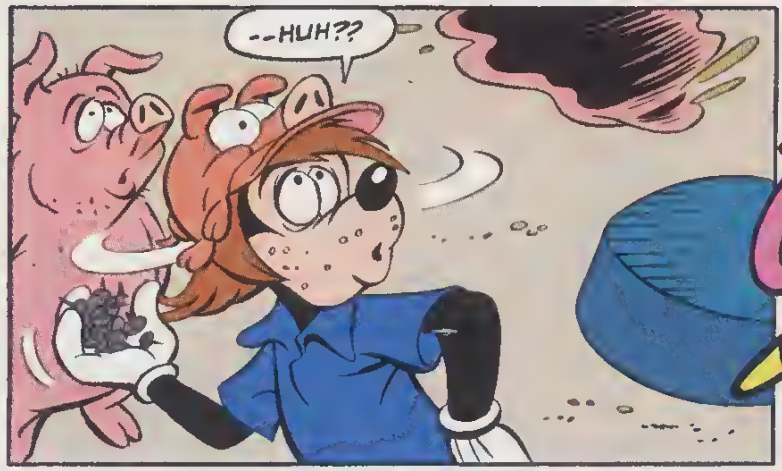
LADIES AND GENTLEMEN, MISTER JUDGE AND FELLOW S.L.O.P.ERS, MAY I PRESENT THE WORLD'S ONE AND ONLY SWINGIN' SWINE--

--ELVIS PIGLEY!

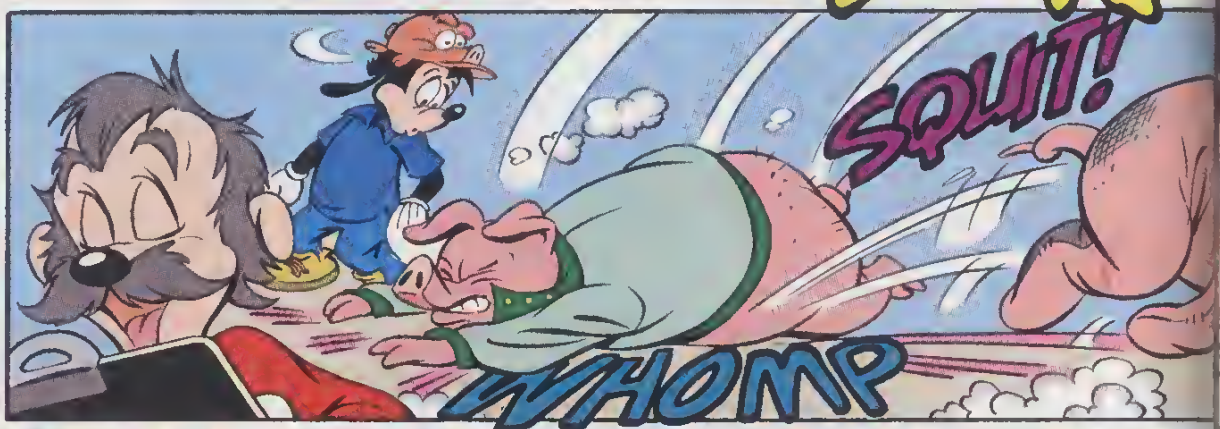
I AIN'T NOTHIN' A GROUNDHOG, GIN' ALL THE TIME--!

THIS OUGHTTA SLOW DOWN THOSE LITTLE TAPPING TOES--

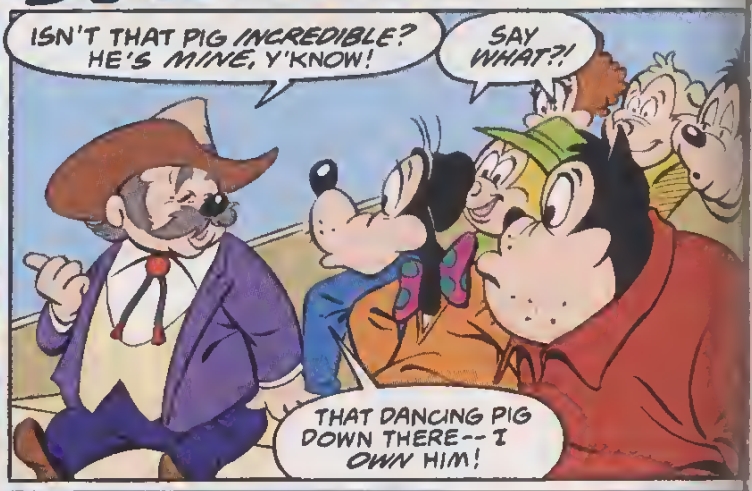
HEE HEE HEE

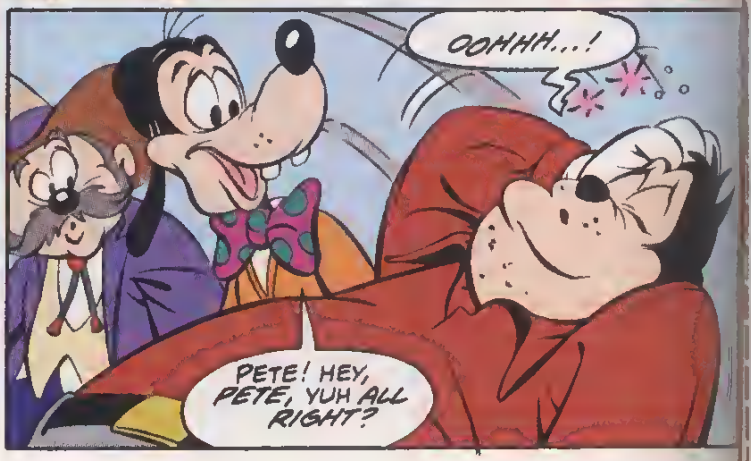

--HUH??

SPLOR


SQUIT!
WHOMP

BAMF!


ISN'T THAT PIG *INCREDIBLE*? HE'S *MINE*, Y'KNOW!
SAY *WHAT*?!
THAT DANCING PIG DOWN THERE-- I *OWN* HIM!


OOHHH...!
PETE! HEY, *PETE*, YUH *ALL RIGHT*?

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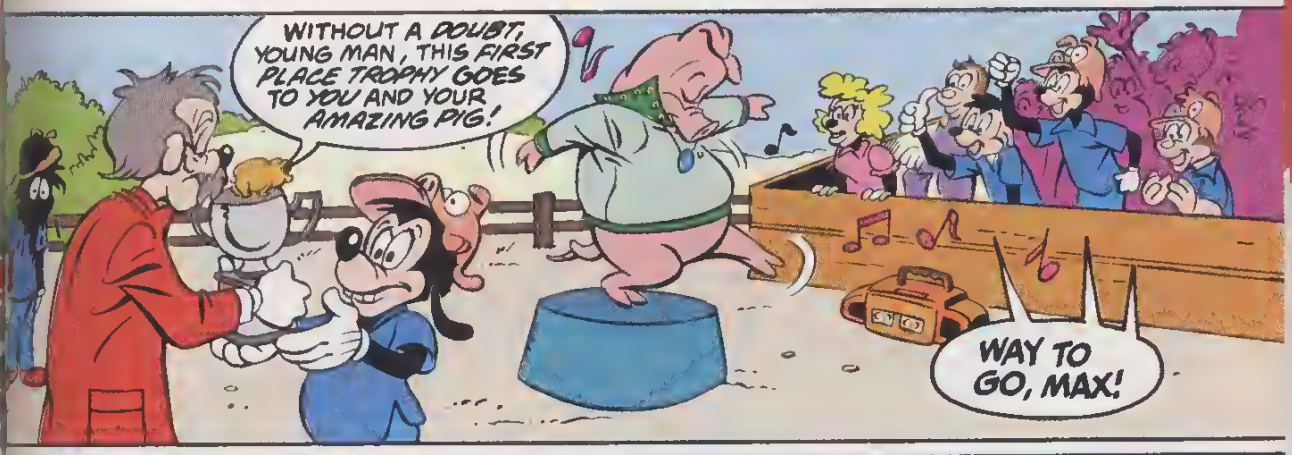
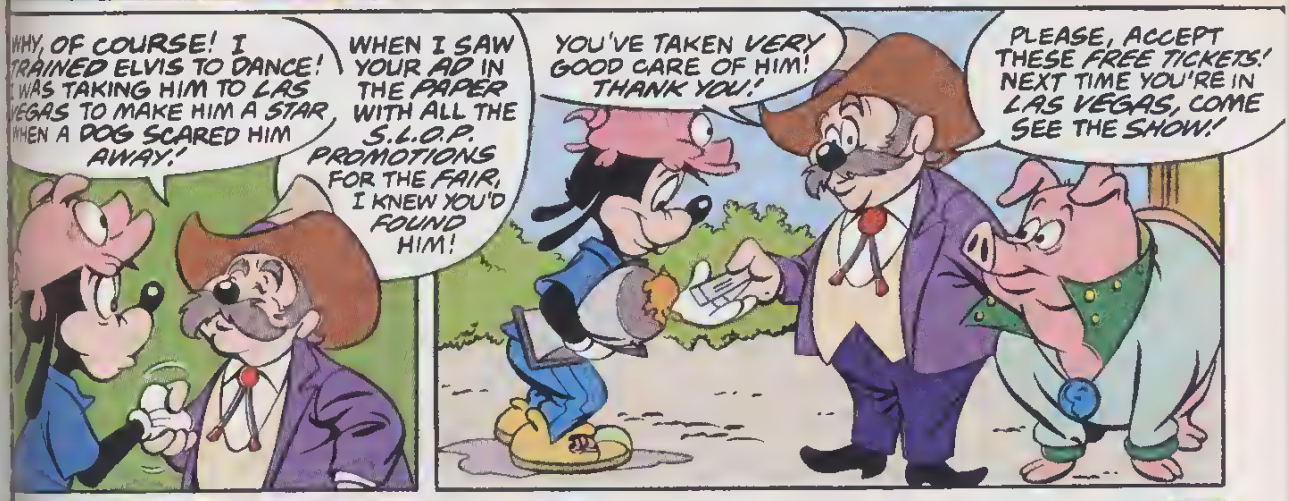
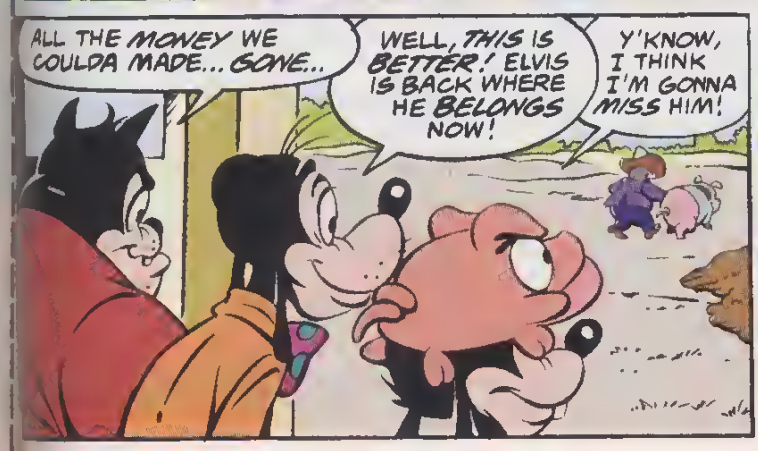
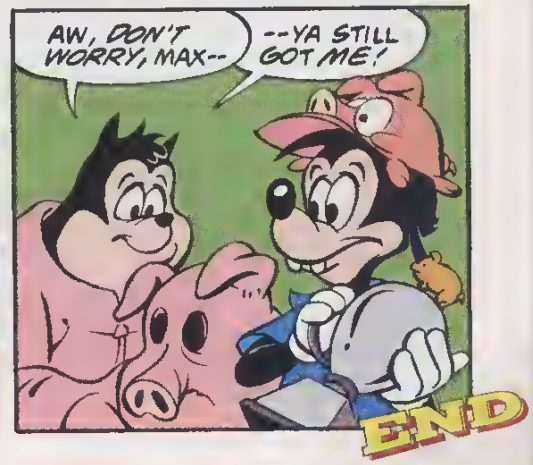

WITHOUT A DOUBT, YOUNG MAN, THIS FIRST PLACE TROPHY GOES TO YOU AND YOUR AMAZING PIG!
WAY TO GO, MAX!

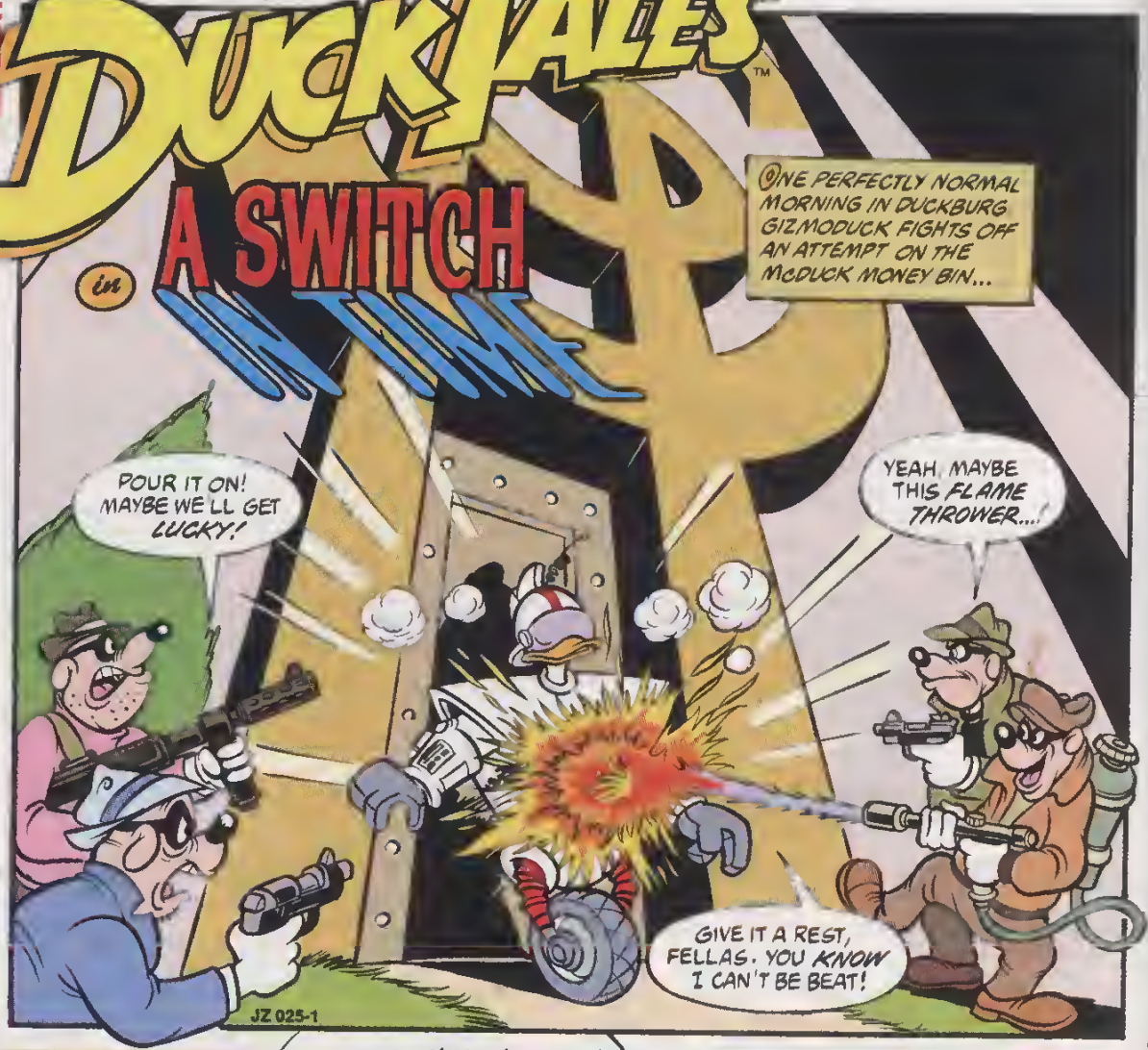
HELLO THERE, MAX! ALLOW ME TO INTRO-DUCE MYSELF-- I'M COLONEL TOM PORKER! I'M ELVIS'S MANAGER!
MANAGER??

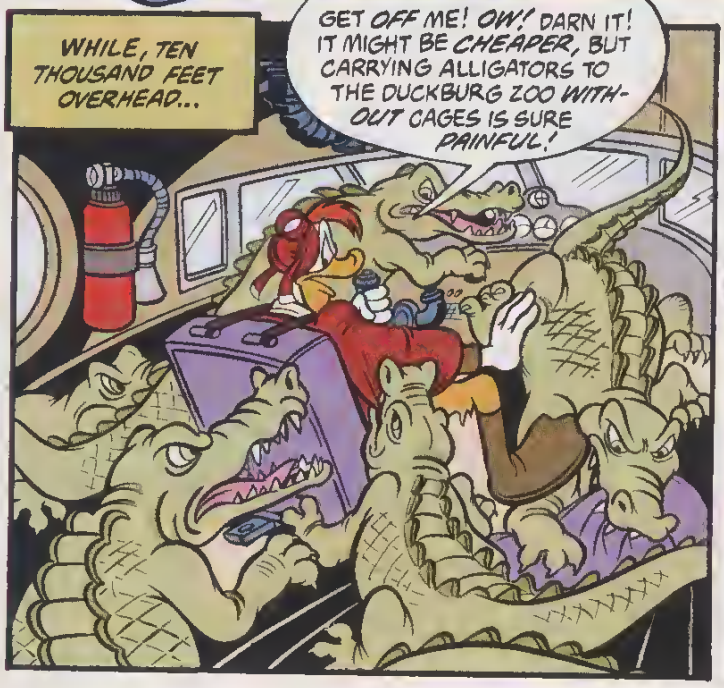

WHY, OF COURSE! I TRAINED ELVIS TO DANCE! I WAS TAKING HIM TO LAS VEGAS TO MAKE HIM A STAR WHEN A DOG SCARED HIM AWAY!
WHEN I SAW YOUR AD IN THE PAPER WITH ALL THE S.L.O.P. PROMOTIONS FOR THE FAIR, I KNEW YOU'D FOUND HIM!
YOU'VE TAKEN VERY GOOD CARE OF HIM! THANK YOU!
PLEASE, ACCEPT THESE FREE TICKETS! NEXT TIME YOU'RE IN LAS VEGAS, COME SEE THE SHOW!

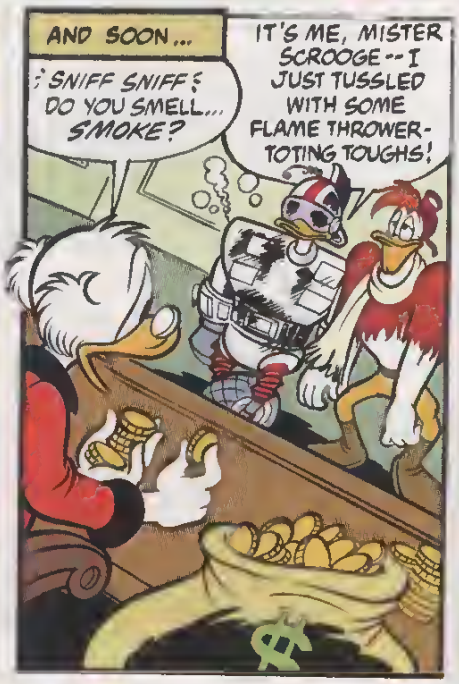

ALL THE MONEY WE COULDA MADE... GONE...
WELL, THIS IS BETTER! ELVIS IS BACK WHERE HE BELONGS NOW!
Y'KNOW, I THINK I'M GONNA MISS HIM!


AW, DON'T WORRY, MAX--
--YA STILL GOT ME!
END

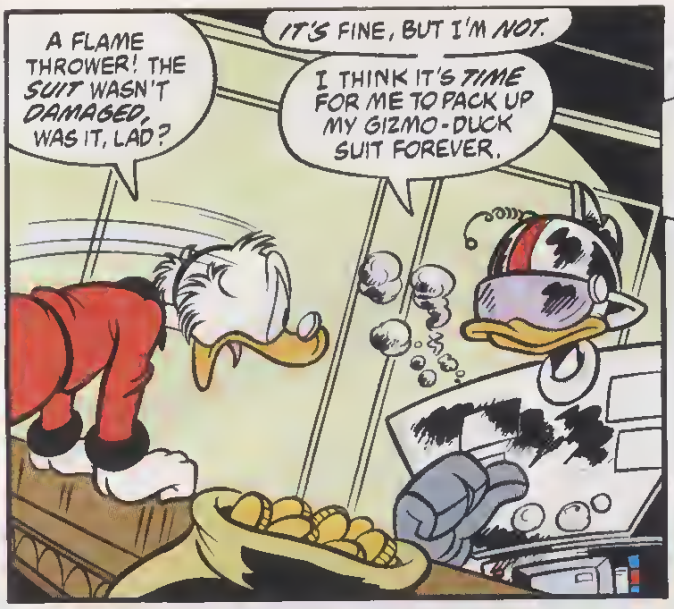
Disney's DuckTales™ in A SWITCH IN TIME

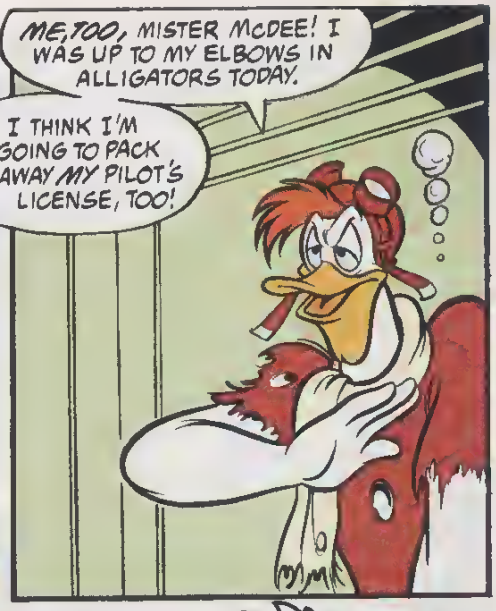




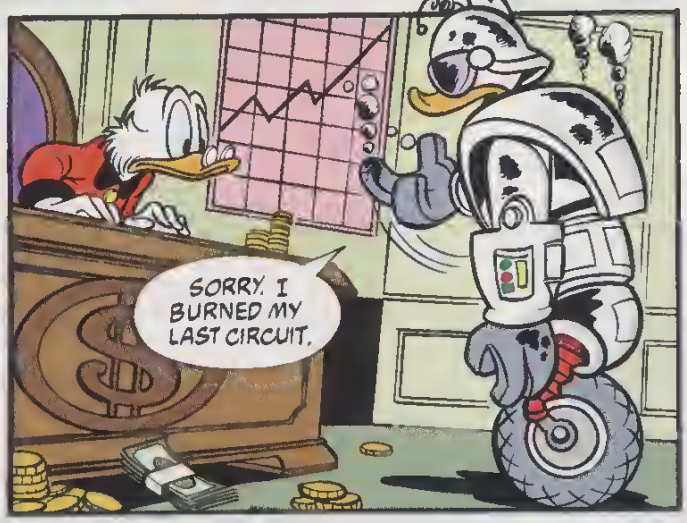


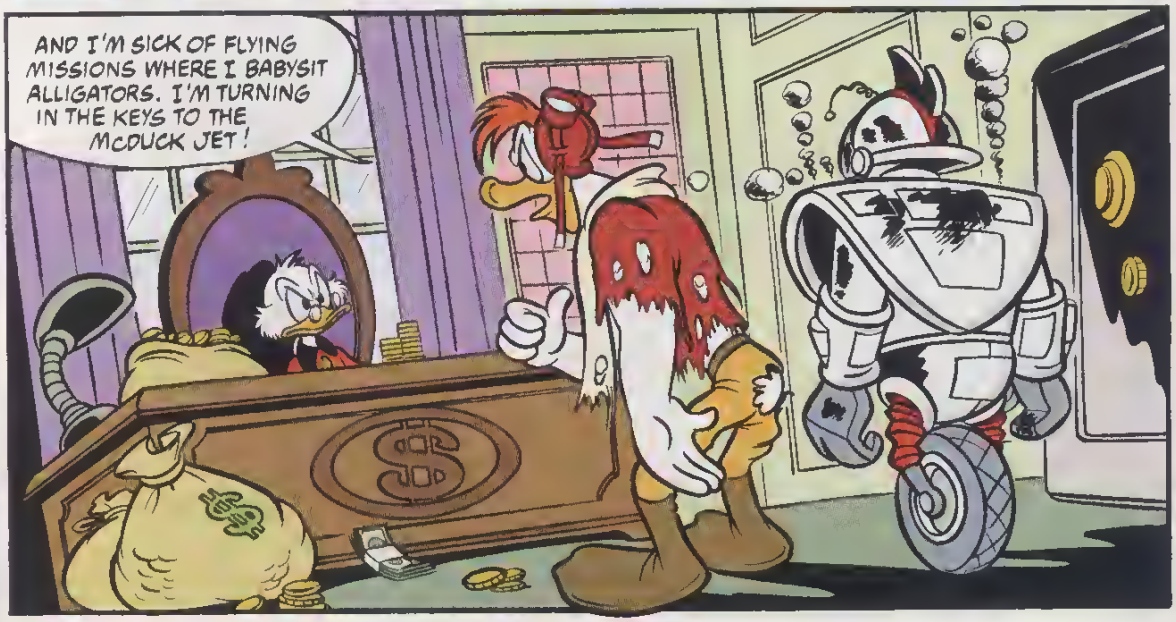
Writer Doug Murray Pencils Cosme Quartieri & Fabian Gattino Inks Roberto Bat Lettering John Costanza Coloring Joan Goldman

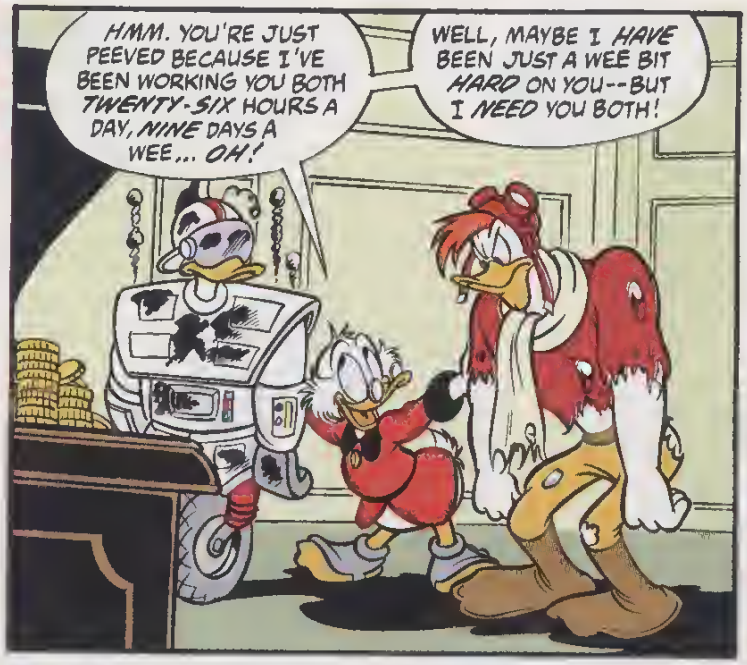

A FLAME THROWER! THE SUIT WASN'T DAMAGED, WAS IT, LAD?
IT'S FINE, BUT I'M NOT.
I THINK IT'S TIME FOR ME TO PACK UP MY GIZMO-DUCK SUIT FOREVER.


ME, TOO, MISTER McDEE! I WAS UP TO MY ELBOWS IN ALLIGATORS TODAY.
I THINK I'M GOING TO PACK AWAY MY PILOT'S LICENSE, TOO!

WAK! NO! WE'VE GOT TO TALK ABOUT THIS!

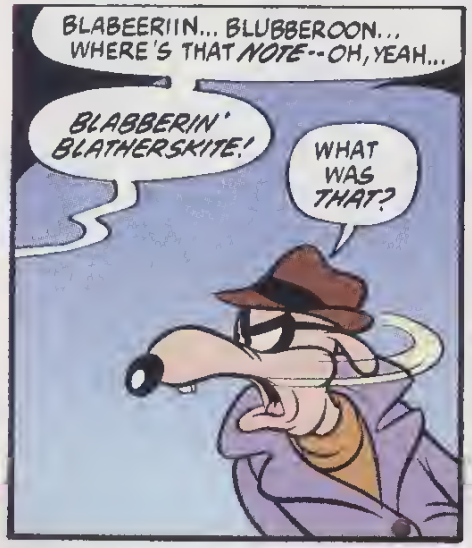

SORRY. I BURNED MY LAST CIRCUIT.

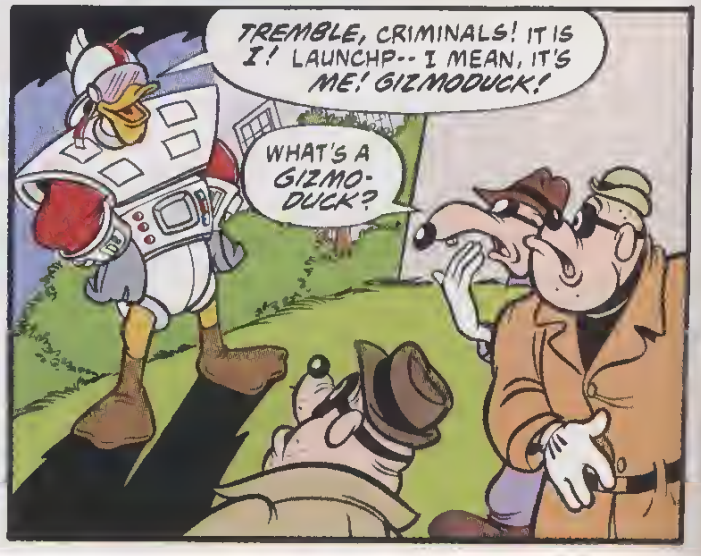

AND I'M SICK OF FLYING MISSIONS WHERE I BABYSIT ALLIGATORS. I'M TURNING IN THE KEYS TO THE McDUCK JET!

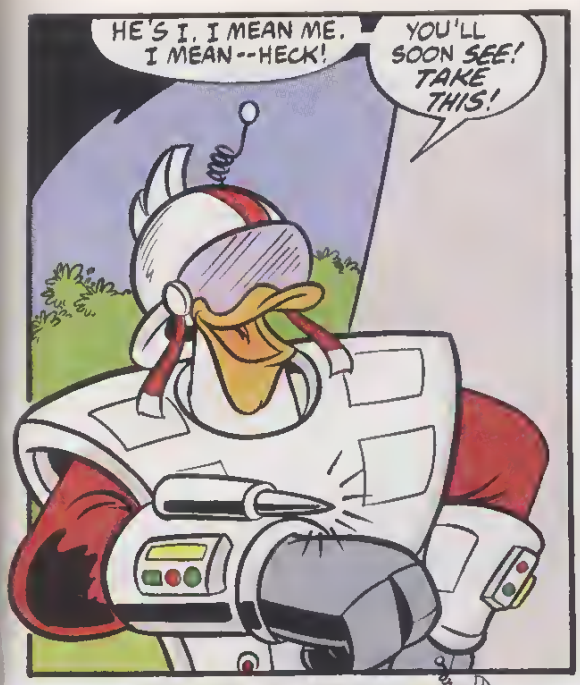

HMM. YOU'RE JUST PEEVED BECAUSE I'VE BEEN WORKING YOU BOTH TWENTY-SIX HOURS A DAY, NINE DAYS A WEE... OH!
WELL, MAYBE I HAVE BEEN JUST A WEE BIT HARD ON YOU--BUT I NEED YOU BOTH!

MAYBE YOU'LL FEEL BETTER IF WE CHANGE THINGS FOR A BIT...

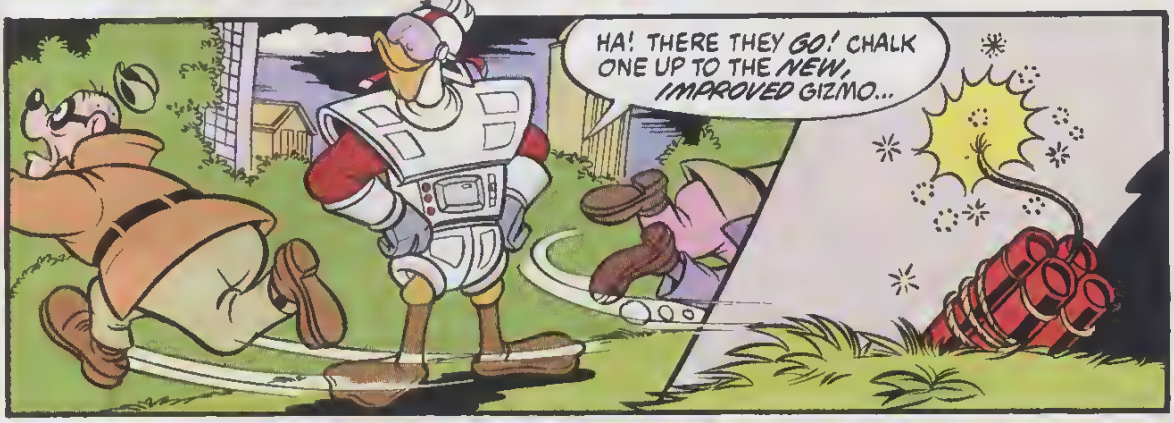
A FEW DAYS LATER...
HAH! THIS SHOULD BE A CINCH!
YEAH--SURE AIN'T LIKE THE FOIST NATIONAL BANK IN DUCKLYN! NO GUARDS OR ANYTHING!
JUST A LITTLE BOOM-BOOM, AND...


BLABEERIIN... BLUBBEROON... WHERE'S THAT NOTE--OH, YEAH...
BLABBERIN' BLATHERSKITE!
WHAT WAS THAT?

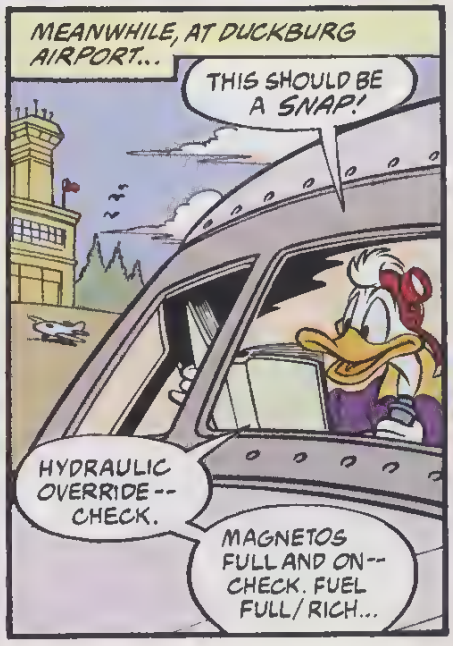

TREMBLE, CRIMINALS! IT IS I! LAUNCHP--I MEAN, IT'S ME! GIZMODUCK!
WHAT'S A GIZMO-DUCK?


HE'S I. I MEAN ME. I MEAN--HECK!
YOU'LL SOON SEE! TAKE THIS!

LOOK OUT!
IT'S OKAY! HE MISSED US!
BUT HE HIT THE DYNAMITE! THAT'S A TEN SECOND FUSE! RUN!


HA! THERE THEY GO! CHALK ONE UP TO THE NEW, IMPROVED GIZMO...

KABOOM!
...DUCCCCCCKKKKKKKK!


MEANWHILE, AT DUCKBURG AIRPORT...
THIS SHOULD BE A SNAP!
HYDRAULIC OVERRIDE -- CHECK.
MAGNETOS FULL AND ON-- CHECK. FUEL FULL/RICH...

YIPES! WHAT DO I DO NEXT? I'M NO LAUNCHPAD! I CAN'T FLY!

BUT MISTER McDUCK'LL TIE MY FEATHERS IF I DON'T TRY.

SO I'D BETTER KEEP TRYING...

LATER, IN SCROOGE'S OFFICE...

:SOB SOB: LOOK AT MY BEAUTIFUL MONEY BIN! IT'LL TAKE DAYS, WEEKS, MONTHS MAYBE TO PLUG UP THAT HOLE!

BUT MISTER McDEE, HOW COULD I KNOW THEY HAD DYNAMITE?!

BESIDES, I WAS TRYING TO USE THE TORSO TORPEDOES!

AND I DON'T KNOW HOW THE QUACKER BLASTER ACTIVATED THEM!

HAH! LOOK THERE, BOYS! TALK ABOUT AN INVITATION!

WHAT'YA MEAN, BIG TIME?

DUMMY! IT'LL TAKE DAYS TO FIX THAT HOLE, RIGHT?

BIG DEAL. SO THERE'S A HOLE? THEY STILL GOT GIZMODUCK PROTECTING THE PLACE, DON'T THEY?

DOUBLE-HAH! THEY HAD GIZMODUCK! BAGGY, GIMME THAT THINGA-MAJIG YOU'VE BEEN HOLDIN'!

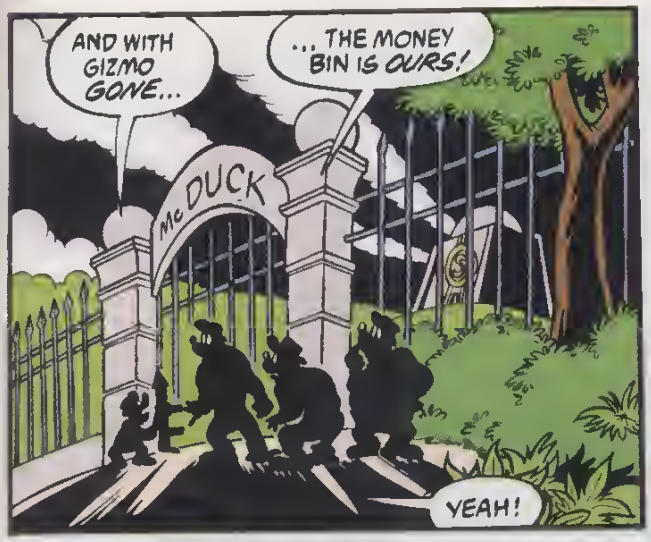
MAYBE-- REMEMBER THIS?

SURE! WE STOLE IT FROM GYRO GEARLOOSE.

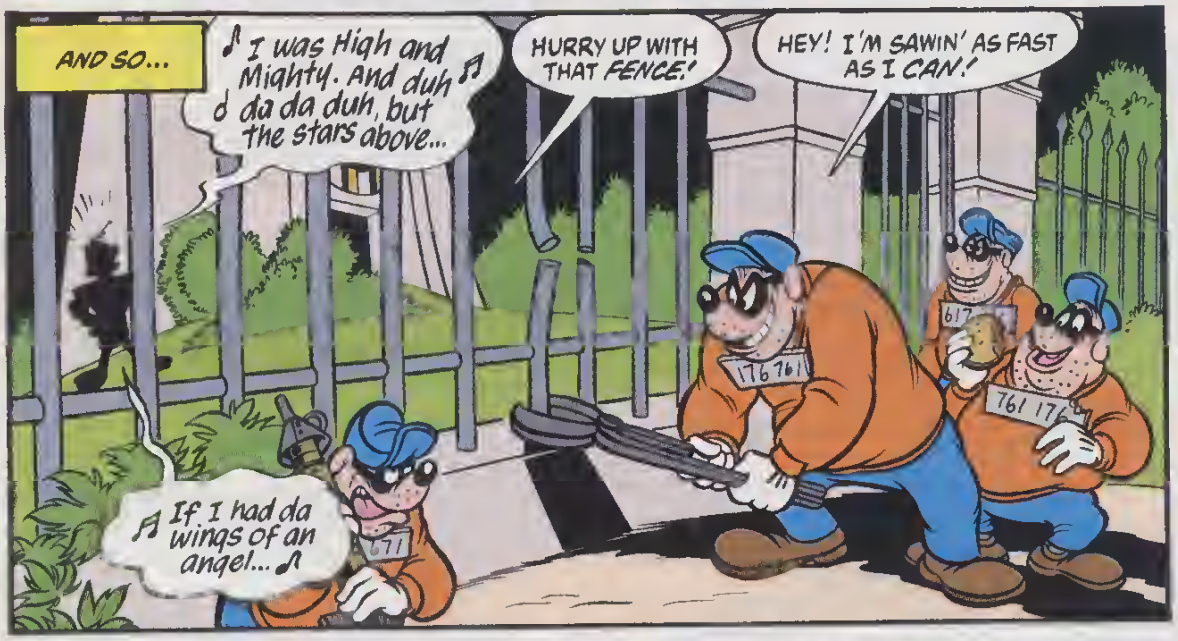
WHAT'S A SERVO... MECHO... WHAT IS THAT THING?

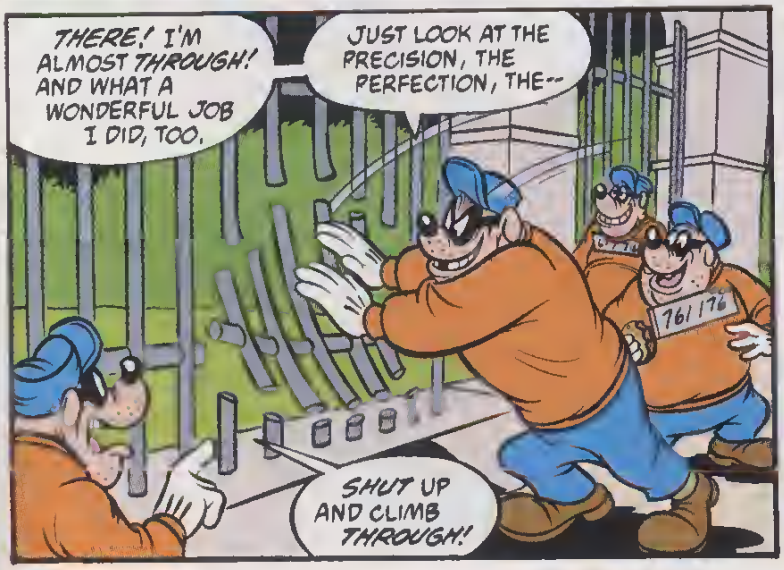
WHO CARES? IT'S GOTTA BE SOME KIND OF WEAPON!

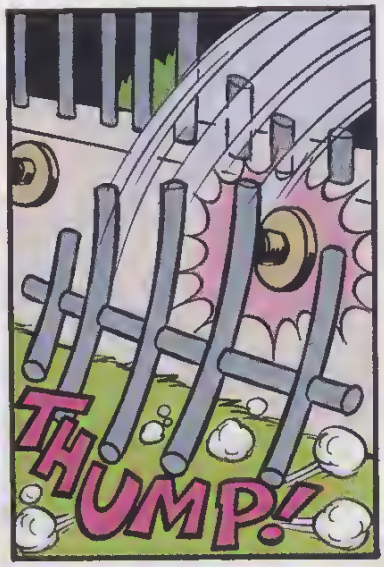
AND IT'S BIG ENOUGH TO HANDLE GIZMODUCK!

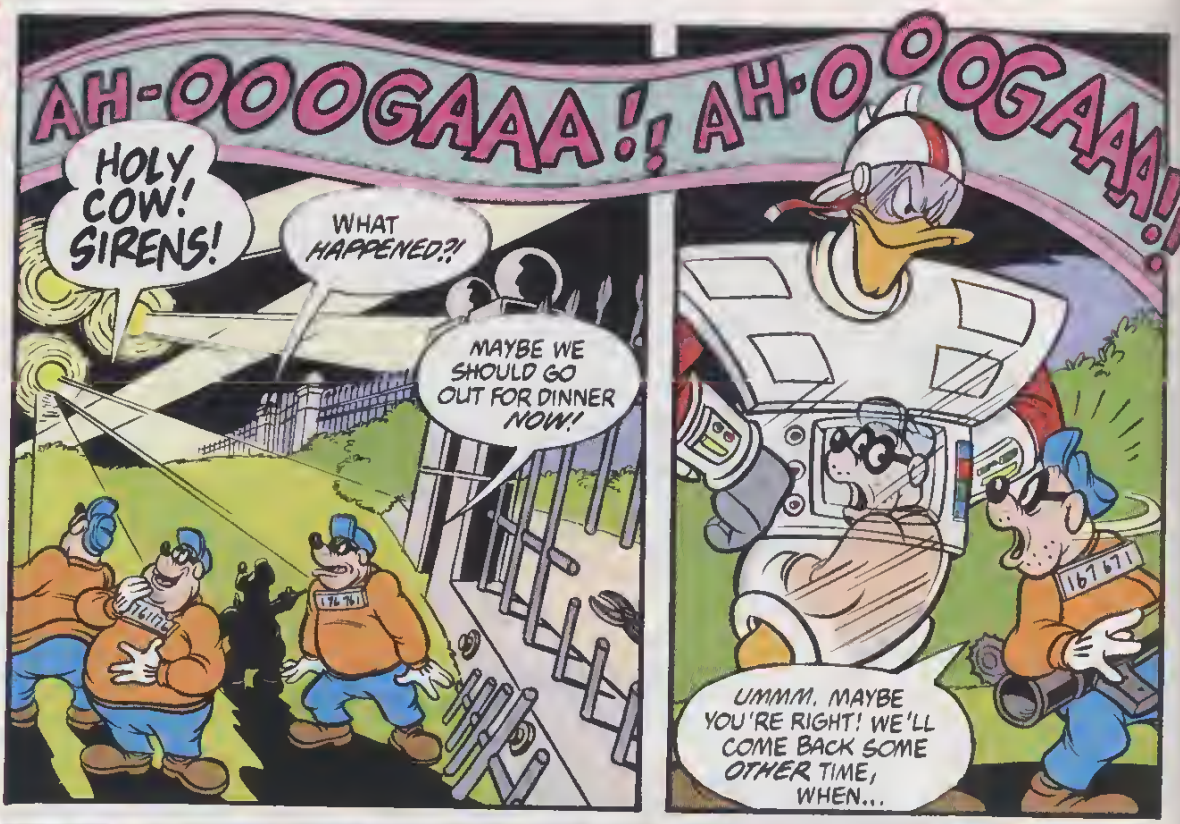

AND WITH GIZMO GONE...
... THE MONEY BIN IS OURS!
Mc DUCK
YEAH!

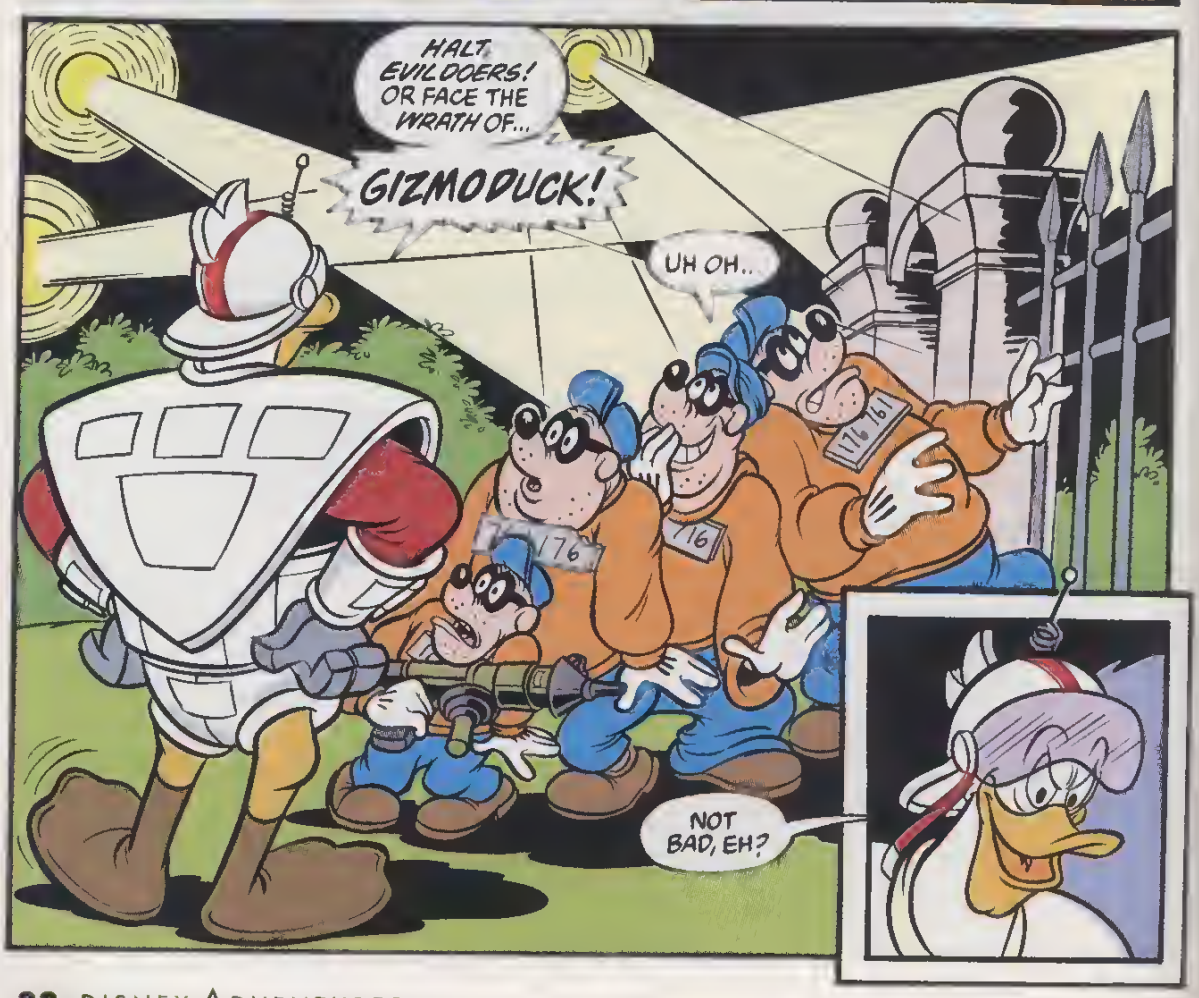
HEY! WHAT IF WE CHOW DOWN FIRST! I'M STARVING!
YOU'RE ALWAYS STARVING!
176
176


AND SO...
♪ I was High and Mighty. And duh ♪ da da duh, but the stars above...
HURRY UP WITH THAT FENCE!
HEY! I'M SAWIN' AS FAST AS I CAN!
♪ If I had da wings of an angel... ♪
617
176 761
617
761 176

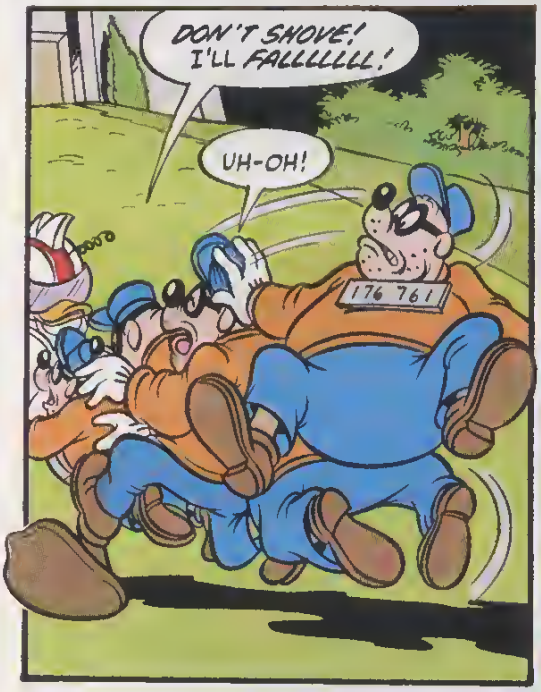

THERE! I'M ALMOST THROUGH! AND WHAT A WONDERFUL JOB I DID, TOO.
JUST LOOK AT THE PRECISION, THE PERFECTION, THE--
761 176
SHUT UP AND CLIMB THROUGH!


THUMP!


AH-OOOGAAA!! AH-OOOGAAA!!
HOLY COW! SIRENS!
WHAT HAPPENED?!
MAYBE WE SHOULD GO OUT FOR DINNER NOW!
UMMM, MAYBE YOU'RE RIGHT! WE'LL COME BACK SOME OTHER TIME, WHEN...

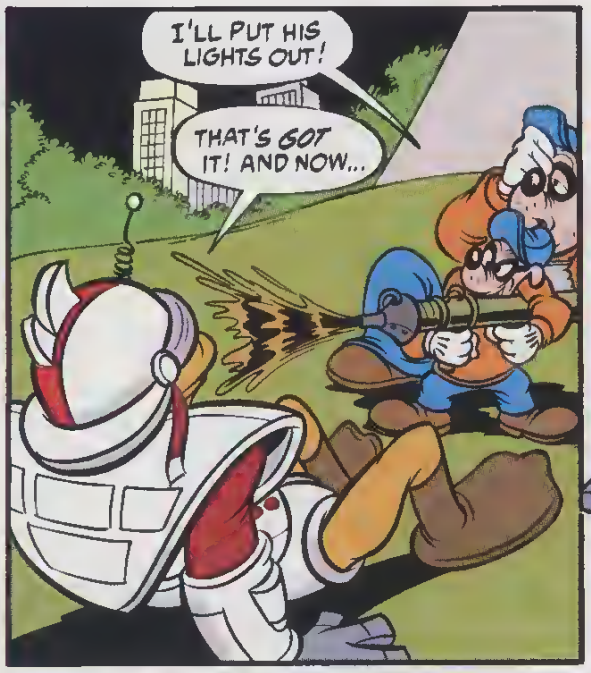

HALT, EVILDOERS! OR FACE THE WRATH OF...
GIZMODUCK!
UH OH..
NOT BAD, EH?

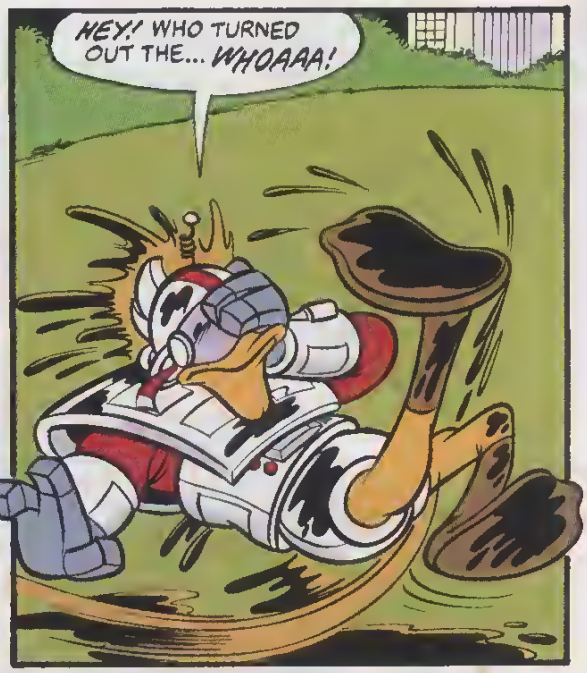
HEY!
DUH, WHO'RE YA PUSHIN'?
761
176 761

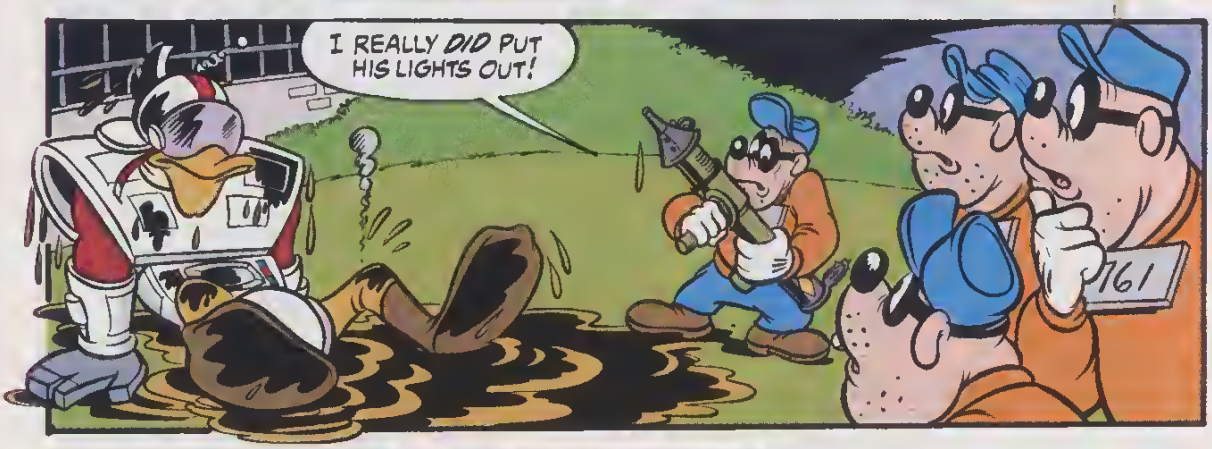

DON'T SHOVE! I'LL FALLLLLLL!
UH-OH!
176 761

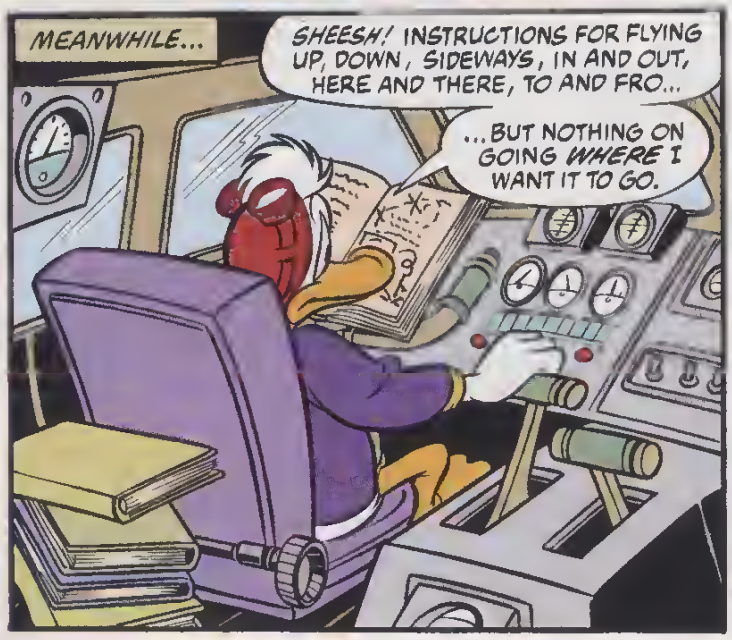
HEY! YOU CAN'T DO THAT TO ME!
WATCH THAT... OUCH!
GET OFF MY HAND!

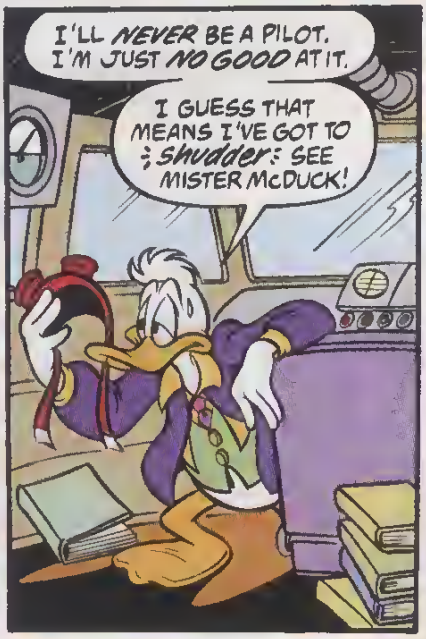
BLASTED SUIT! HOW DO I STAND UP IN THIS THING!
AND NOW, GIZMODUCK! TAKE THIS!

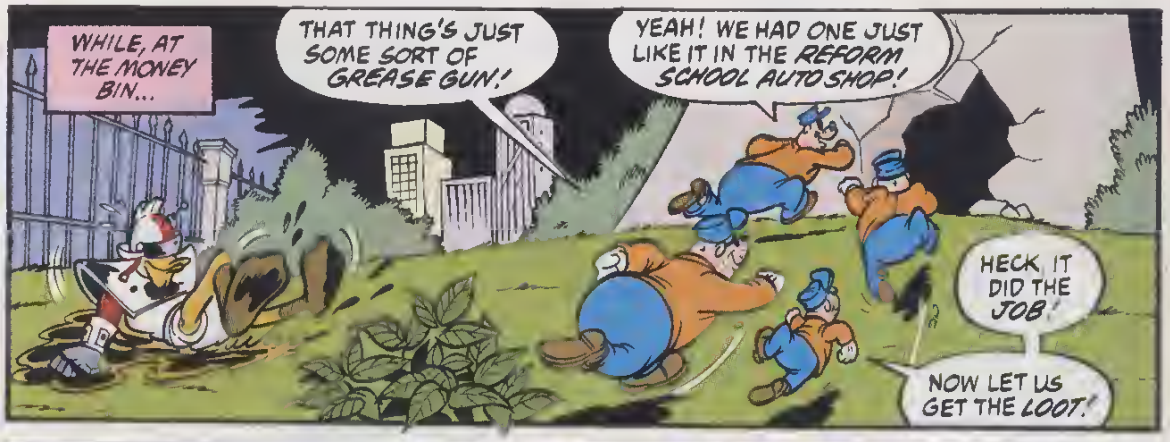

I'LL PUT HIS LIGHTS OUT!
THAT'S GOT IT! AND NOW...

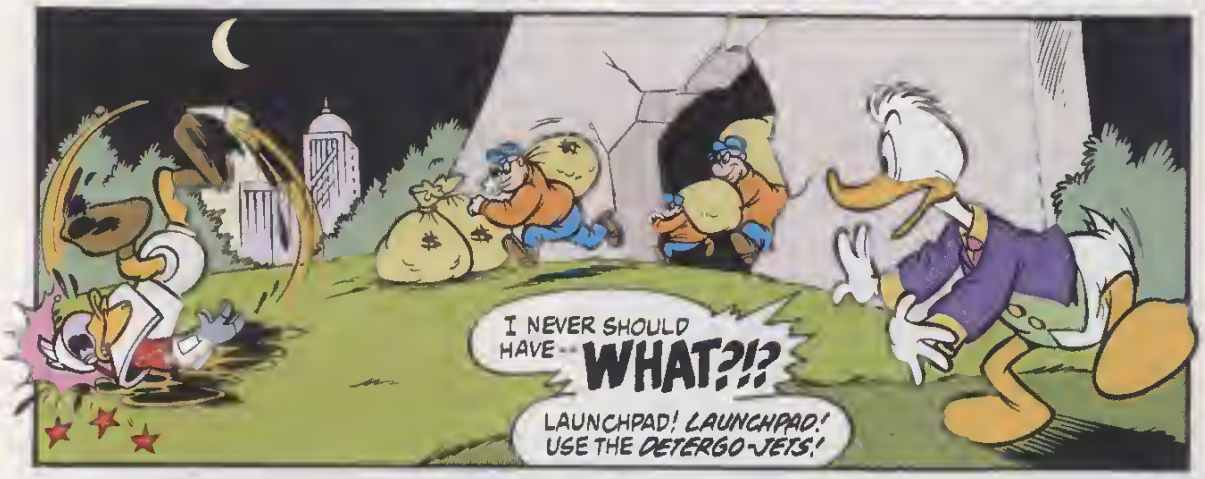

HEY! WHO TURNED OUT THE... WHOAAA!


I REALLY DID PUT HIS LIGHTS OUT!
761

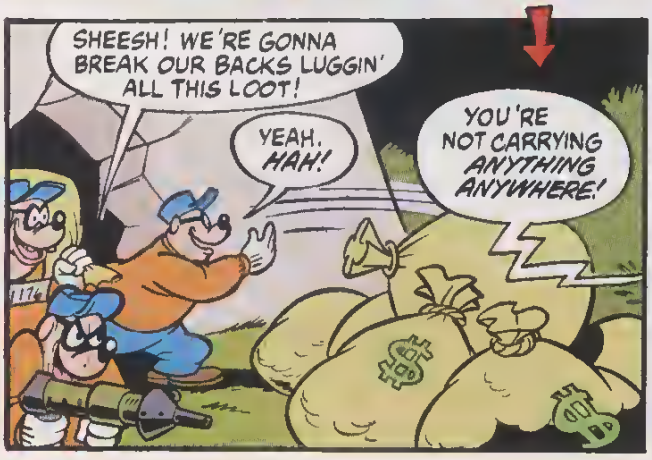

MEANWHILE...
SHEESH! INSTRUCTIONS FOR FLYING UP, DOWN, SIDEWAYS, IN AND OUT, HERE AND THERE, TO AND FRO...
...BUT NOTHING ON GOING WHERE I WANT IT TO GO.

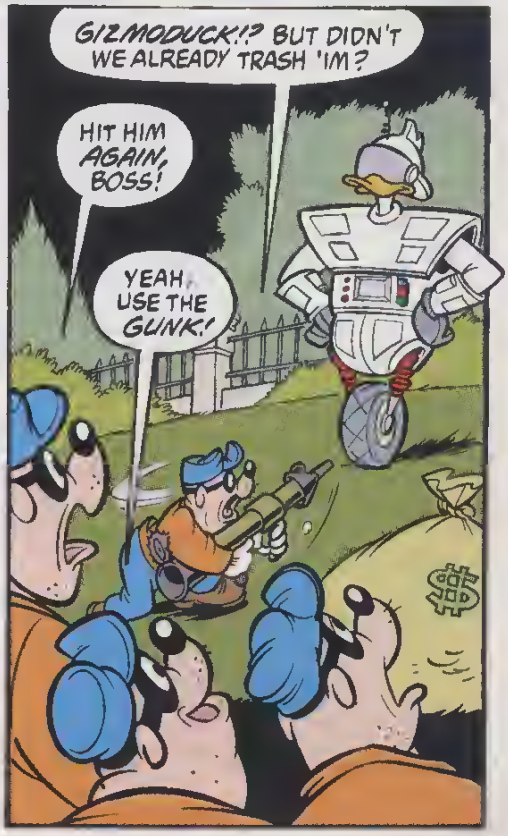

I'LL NEVER BE A PILOT. I'M JUST NO GOOD AT IT.
I GUESS THAT MEANS I'VE GOT TO ;shudder: SEE MISTER McDUCK!

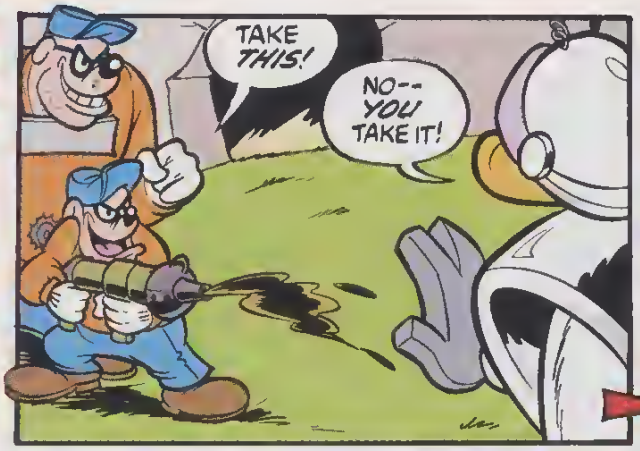

WHILE, AT THE MONEY BIN...
THAT THING'S JUST SOME SORT OF GREASE GUN!
YEAH! WE HAD ONE JUST LIKE IT IN THE REFORM SCHOOL AUTO SHOP!
HECK, IT DID THE JOB!
NOW LET US GET THE LOOT!


I NEVER SHOULD HAVE-- WHAT?!?
LAUNCHPAD! LAUNCHPAD! USE THE DETERGO-JETS!

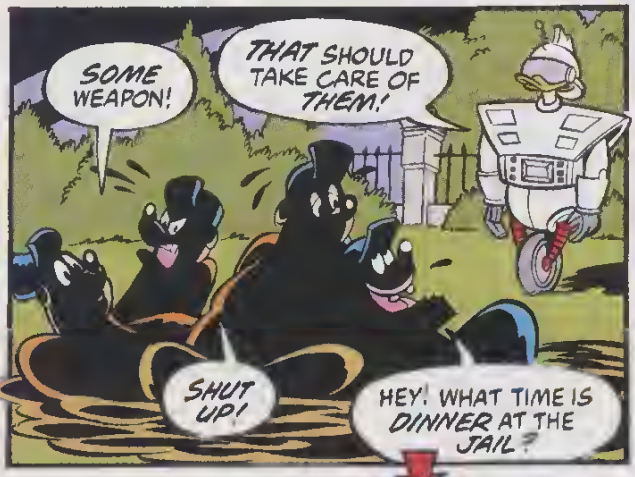
OH, MY! HE'S UNCONSCIOUS! I'LL HAVE TO DO THIS MYSELF!

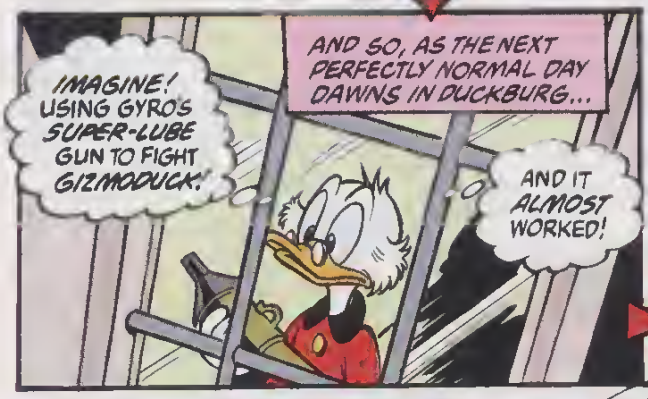

SHEESH! WE'RE GONNA BREAK OUR BACKS LUGGIN' ALL THIS LOOT!
YEAH, HAH!
YOU'RE NOT CARRYING ANYTHING ANYWHERE!


GIZMODUCK!? BUT DIDN'T WE ALREADY TRASH 'IM?
HIT HIM AGAIN, BOSS!
YEAH, USE THE GUNK!


TAKE THIS!
NO-- YOU TAKE IT!

AUGH!
HEY!
YUCK!


SOME WEAPON!
THAT SHOULD TAKE CARE OF THEM!
SHUT UP!
HEY! WHAT TIME IS DINNER AT THE JAIL?


AND SO, AS THE NEXT PERFECTLY NORMAL DAY DAWNS IN DUCKBURG...
IMAGINE! USING GYRO'S SUPER-LUBE GUN TO FIGHT GIZMODUCK!
AND IT ALMOST WORKED!

BUT AS MY MOTHER USED TO SAY: ALL'S WELL THAT ENDS WELL!
ALTHOUGH I DOUBT THE BEAGLE BOYS WOULD AGREE WITH THAT!

NOW GET THAT GUNK OFF! OR YOU WON'T BE ALLOWED INSIDE!
GEEZ! I AIN'T SCRUBBED SO MUCH SINCE THE REFORM SCHOOL GRADUATION DANCE!
WE'D BETTER FINISH BEFORE LUNCH OR...
SHUDDUP! BOTH OF YOU! JUST SHUT UP!

END

ROGER RABBIT™ in MAIL Animal

A TOON STRIKE HAS HIT HOLLYWOOD. BUT IS ROGER OUT OF WORK?

ERK!

HEY! RABBIT! UP AND AT 'EM! YER NO MOVIE STAR AROUND HERE...

GET OFF YER TAIL...AND DELIVER THAT MAIL!

MAIL

MORE MAIL

EVEN MORE MAIL

JZ 056-1

OBOY! MAYBE THE OTHER TOONS ARE OUT OF WORK, BUT NOT THIS HOT-SHOT HARE, THIS RAPID RABBIT, THIS BOUNCING BUNNY.

I'M A U.S. GOVERNMENT ONE HUNDRED PERCENT MAIL TOON.

POST OFFICE

SO WHERE DO I START?

THIS SHOULD BE EASY!

Smith ToonTownland

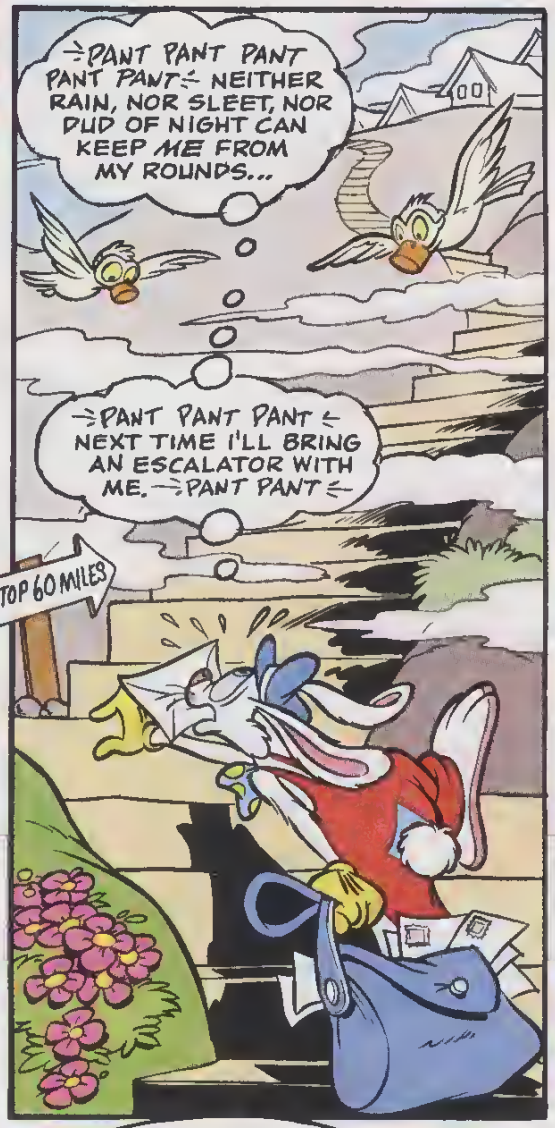
TOONTOWNLAND, EH? THAT'S WAY, WAY, WAY UP IN THE HILLS, WHERE ALL THOSE TOON EXTRAS LIVE...

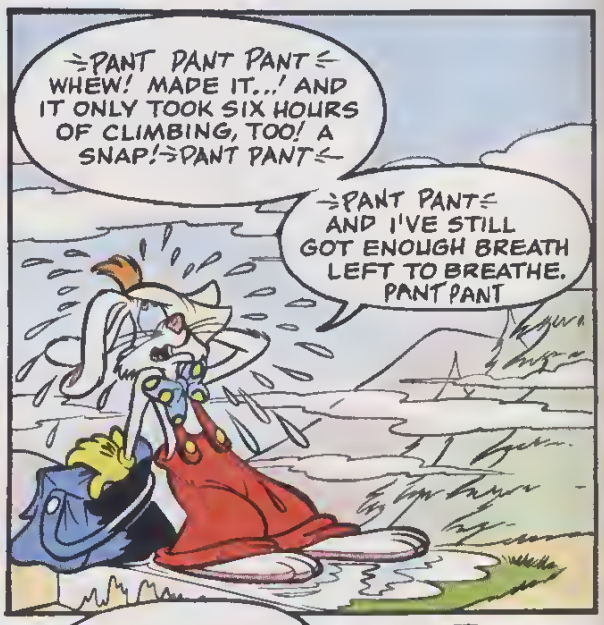
TOONTOWNLAND

NEVER BEEN THERE MYSELF, OF COURSE! I'VE ALWAYS BEEN A FOREGROUND TOON, A RIGHT-UP-FRONT RABBIT, A--

MOVE IT, RABBIT--NOW!

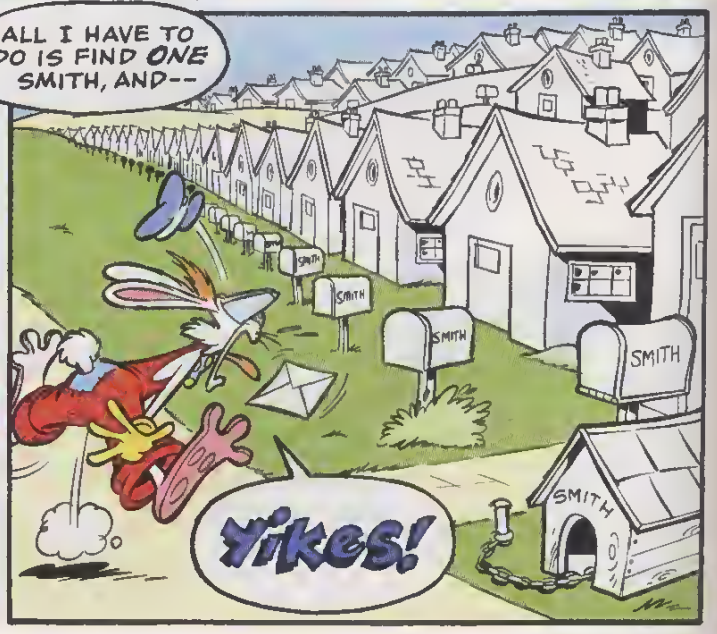
Writer Jack Enyart Pencils Cosme Quartieri Inks Rubin Torriero Lettering Bill Pearson Coloring Janice Cohen

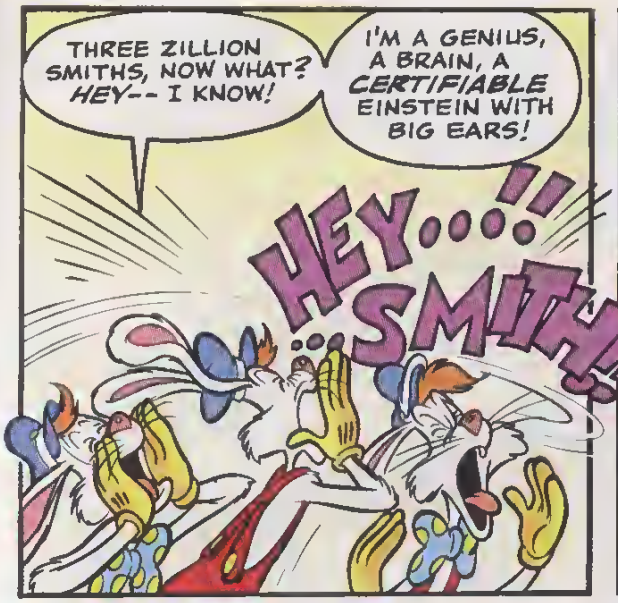

PANT PANT PANT PANT PANT NEITHER RAIN, NOR SLEET, NOR DUD OF NIGHT CAN KEEP ME FROM MY ROUNDS...
PANT PANT PANT NEXT TIME I'LL BRING AN ESCALATOR WITH ME. PANT PANT
TOP 60 MILES


PANT PANT PANT WHEW! MADE IT...! AND IT ONLY TOOK SIX HOURS OF CLIMBING, TOO! A SNAP! PANT PANT
PANT PANT AND I'VE STILL GOT ENOUGH BREATH LEFT TO BREATHE. PANT PANT

WHOOP! YIKES! THE MAIL...! IT'S GOING... GOING...
GONE... WITH THE WIND!!

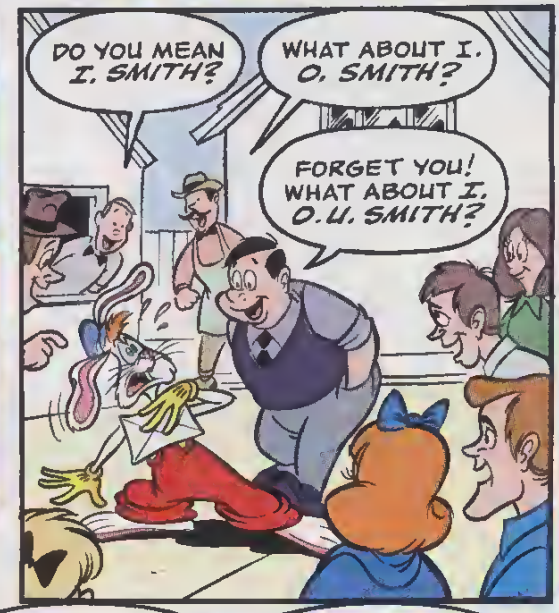
BUT I'VE STILL GOT THIS ONE LETTER TO DELIVER. AND NEITHER RAIN, NOR SLEET, NOR PUDDLES, NOR FUD OF NIGHT...

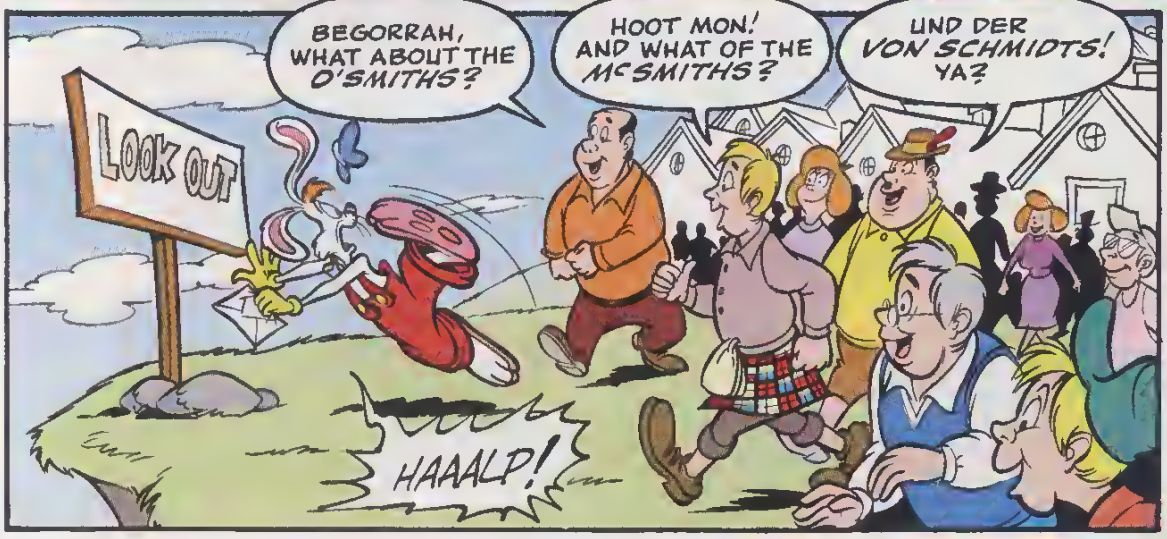

ALL I HAVE TO DO IS FIND ONE SMITH, AND--
SMITH
SMITH
SMITH
SMITH
SMITH
YIKES!

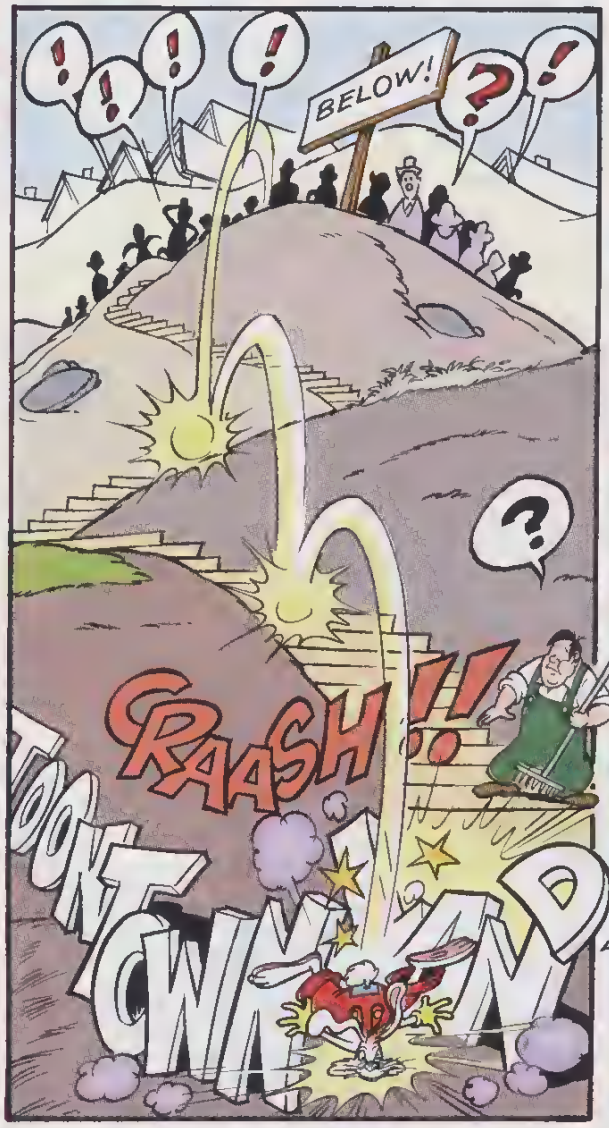

THREE ZILLION SMITHS, NOW WHAT? HEY-- I KNOW!
I'M A GENIUS, A BRAIN, A CERTIFIABLE EINSTEIN WITH BIG EARS!
HEY...!! ...SMITH!

YO!
WHATTAYA WANT?
HERE!
HUH?
SMITH HERE!
QUIT YELLIN' MY NAME!
WHO'S CALLIN' ME?
HI
I HERE YA!
WHO WANTS ME?
NOT HOME!
WHAZAT?
I'M HERE!
COME ON OVER!
HERE !!!
PRESENT!!!

YOU MUST MEAN US...
OR MAYBE...
...US, THE--
THE BROTHERS SMITH?
SMITH TRIPLETS..?


DO YOU MEAN I. SMITH?
WHAT ABOUT I. O. SMITH?
FORGET YOU! WHAT ABOUT I. O. U. SMITH?

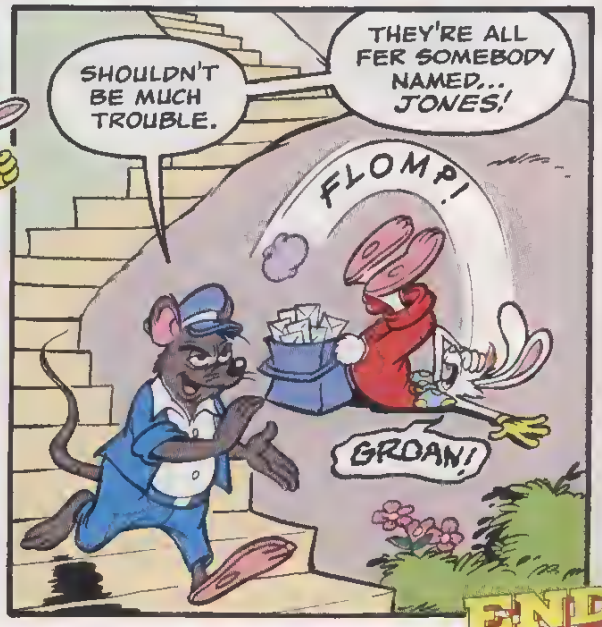

BEGORRAH, WHAT ABOUT THE O'SMITHS?
HOOT MON! AND WHAT OF THE McSMITHS?
UND DER VON SCHMIDTS! YA?
LOOK OUT
HAAALP!


BELOW!
CRAASH!!
TOONTOWN

UUUH, S'CUSE ME. IS DAT MAYBE FER ME...?
DA NAME'S SMITH. JUS' PLAIN SMITH.
GROAN! IT'S... YOURS!

DUUUH, HEY! IT'S FRUM DA "TOON EXTRAS ONION"-- ER, UNION...
DA TOON STRIKE'S OVER! WE CAN ALL GO BACK TA WORK!
HOOORAY! !!!!!

OH! FOR JOY! THAT MEANS I, ROGER RABBIT, CAN GO BACK T'WORK, TOO!
NOT SO FAST, PAL!
YA SIGNED UP FER A DAY'S WOIK, SO A DAY'S WOIK YER GONNA DO!


SHOULDN'T BE MUCH TROUBLE.
THEY'RE ALL FER SOMEBODY NAMED... JONES!
FLOMP!
GROAN!

END

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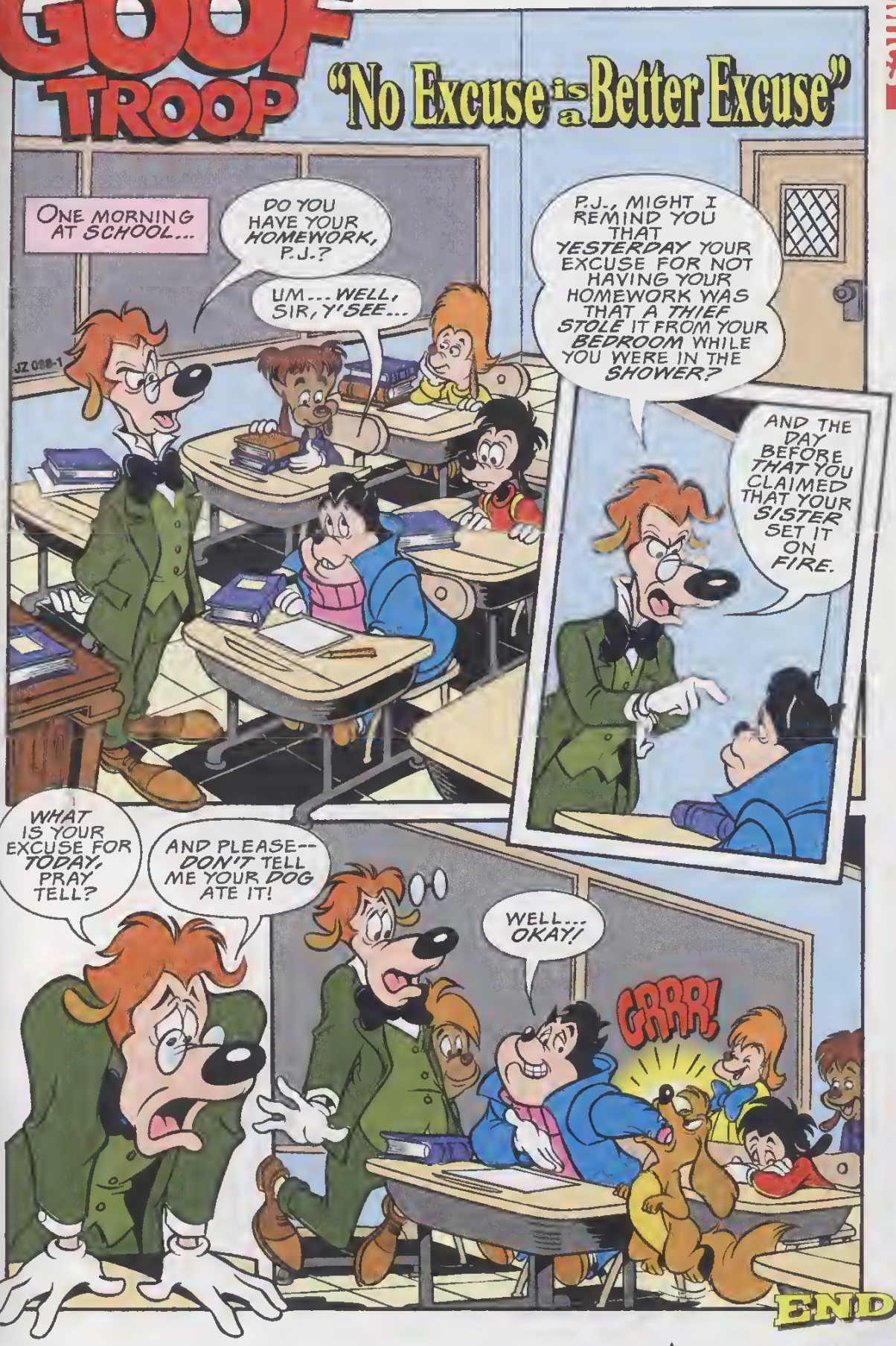
"No Excuse is a Better Excuse"



Writer Bobbi JG Weiss Pencils Jorge Sanchez Inks Roberto Bat Lettering Bill Spicer Coloring Bonnie Anderson

VINCENT PRICE

Dear Disney Adventures,

I love a good mystery, so I was really looking forward to your entries in the Scary Stories Contest. As it turned out, they surpassed my expectations with their skill, originality and s-c-a-r-i-n-e-s-s!

I was enthralled: a people-consuming painting, a society of witches, a prison of glass, a computer devil, a morgue of living corpses, a haunted school bus, a rampaging sphinx, the walking dead, an evil clown and a taboo gorilla—phew!—that's a collective imagination to be reckoned with.

Deciding on a favorite was no easy task, but it was Jamie Starzyk's title, "The Picture Perfect Brother," that first put me on the trail of my final choice. Long experience as an actor—over the course of which I have been approached with many thousands of scripts—has taught me that a good title often betokens a good script or story. I must say that when I delved into Jamie's gripping tale of a strange haunting, I realized the intriguing title applied to a story that was every bit as clever and well constructed.

By the same token, I would like to applaud: the imaginative skill of Gary MacIntyre; the narrative skill and wit of Allison Marciszyn; the phobic atmosphere created by Jocelyn Szczepaniak-Gillece; the inventiveness of Lauren Beaver; the total conviction of Nathan Davenport; the eeriness and detail conjured by Jillian Szczepaniak-Gillece; the directness and style of Laura Duncan; the clever form of Cathryn Marrs' narrative; the skillful development displayed by Michelle Lopez; and the astuteness of Jessica Weeks in providing a moral to her tale.

So, well done, all of you! And special congratulations to Jamie.

Thank you for your stories—and thank you, too, for the many personal messages! You all prove that imagination is at its most powerful in the young, using it to great effect—to put the scare into the story!

Sincerely,

Vincent Price

Vincent Price

The Picture Perfect Brother

Written by Jamie Starzyk

"Megan, keep it down," I said, walking into my eight-year-old daughter's room. She started to giggle again and I sighed. For the last couple of nights, she had woken me up, giggling the same way. I asked her what was so funny, but she just smiled and said, "It's a secret, Mommy."

I didn't push her farther. I knew that Megan had a very vivid imagination. She often told me of a secret friend who visited her. He told her secrets, and she talked about him constantly. She described him as tall, with wavy brown hair, and wearing a tan suit. She said he was very young, just a couple years older than her.

"Mommy, I will be quiet—*we* will be quiet," she corrected herself, giggling again.

"OK, sweetie, tell your friend it's time to go to sleep," I said calmly.

"He said OK and good night."

"OK, good night to him and to you," I answered, shutting off her light and walking out. I went into my bedroom, and lay down on my queen-size waterbed. I lay my head down, and instantly fell into a deep sleep. I dreamed, dreamed of my past.

"Danny, don't go up there," I scolded my younger brother, who was climbing the big tree in our backyard.

He laughed. "I'll be fine. You act more like my mom than my sister."

"Dan, please come down from there."

He had reached the top of the tree, and he sat there smugly. He had ripped his good jeans, and his

Illustration Brian Callanan Photography © E.K. Waller, 1992

white T-shirt was stained with mud.

"Come on up. I'll give you a hand," he said, beckoning me up.

"No, I think you should come down. You could fall."

"I won't fall, I promise," he said, standing up on a limb that looked weak. He wobbled a little, but kept his balance. He took a step forward. I heard a tiny crack.

"Danny, you're going to fall!"

"Danny, that limb is weak. You're going to fall! Get down from there, please," I told him, panic-stricken.

He looked scared as he started to move to the body of the tree again. That's when I heard it. A loud crack. Then Danny screaming. He fell through the air. I yelled for my mom.

"Help, help," I yelled to her.

"Help, help." I turned over and then sat up with a start. I was sitting in my bed. It had only been a dream. I wiped the sweat off my face with the back of my hand. It had been so long since I had thought of Danny. So long since a nightmare had frightened me so.

I got up and went into the bathroom for a glass of water. I came back into my room and looked at my clock. The digits read 3:32. I lay back down, but found myself unable to go back to sleep. I finally got up, and went into my closet. I pulled out a photo album, one from a long time ago. One that held pictures of Danny. I opened the book and smiled as I stared at his wavy brown hair and wide grin. He had been only 11. Almost Megan's age. That's when I realized she was standing in my doorway, just staring at me.

"Come in, sweetheart. What's wrong?" I watched a tear slide down her pale cheek. "What is it?" I asked, getting up and taking her in my arms.

"He left," she answered.

"Who left?"

"Danny."

"Who?"

"My friend Danny." She put her head on my shoulder and stuck her thumb in her mouth.

I stood there quietly, then walked her over to my bed. I picked up my photo album and showed her the picture of my lost brother. Her face lit up and she smiled.

"Is that Danny?" I asked her quietly.

"Yes. Why do you have his picture?" she asked.

I didn't answer but smiled. Danny hadn't left us at all. He was the picture perfect brother.

THE END

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HOT VIDEO GAME PICKS

Ayrton Senna's Super Monaco Grand Prix 2

AYRTON SENNA'S SUPER MONACO GRAND PRIX 2

One player

Sega Genesis and Game Gear

Yes, you can become the No. 1 Grand Prix driver in the world...at least in the world of video games. This game puts you behind the wheel of an ultrafast car. Your goal is to travel the world and win races on 16 different tracks.

Tip: When a blue-and-yellow (or red-and-yellow) direction arrow appears along the track, make your turn immediately. Otherwise you'll drive right off the track.

YOSHI

One or two players

Nintendo Entertainment System

Get ready for Goombas, Boo Buddies and Bloobers. You help Mario stack these crazy creatures as they fall from the top of the screen. When you match two identical creatures, they disappear. If you put together a whole egg from falling egg shells, you'll earn points.

Tip: If the creatures pile up too high, the game ends.

Yoshi

DINO-MIGHT

SUPER NINTENDO ENTERTAINMENT SYSTEM

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IT'S YOU AND YOUR DINOSAUR ON A SUPER NES RIDE!

Oh no! Your whacko TV monitor has transported you into the prehistoric age. Now you're teamed up with the dinosaurs against some cave head creeps called Rockys. Eye-ball grabbing graphics, awesome challenges and colossal action are the name of the game. Get ready for adventure–on a GRAND SCALE!

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Have you discovered any secret tips for beating your favorite video games? Send them to:

DISNEY ADVENTURES
Video Games
500 South Buena Vista Street
Burbank, CA 91521-6018.

KRUSTY'S FUN HOUSE

One player

Nintendo and Sega Systems

Krusty's fun house has been invaded by rats. Bart, Homer and other characters guard special rat traps, but you must help Krusty trick the rats into entering the traps. You can use all sorts of special items, such as power fans and supersprings. You can even stack the rats on top of each other.

Tip: Try to keep all the rats together. Getting them into a trap becomes more difficult if they scatter. —*Jason Rich*

Krusty's Fun House

Here are some of the tips you've sent us. Thanks for your help. Keep 'em coming!

Tip When playing Michael Jackson's Moonwalker (Sega Genesis), it is easier to locate the missing children by starting your search on the bottom level. Open all doors and explore all hiding places, but be ready for an evil character to jump out at you.
Julian Ho

Tip Here's a special trick that will help you regain full energy while playing Teenage Mutant Ninja Turtles (Nintendo Game Boy): Press pause. Then press up, up, down, down, left, right, B, A and start (one at a time and in that order).
Adam Barrus

Tip At the end of Super Mario Bros. 3 (NES), King Koopa will try to defeat you. Whenever King Koopa jumps, move away from him. Eventually he will dig a hole and jump into it.
Josh Williams

Tip In Captain Skyhawk (NES), when you get to the pyramids to rescue the scientists, stand still and shoot at the center of the pyramid.
Luis Estremera

Master the Islands!

Princess Tina is lost and only Master Higgins can find her! Go thrashin' on your skateboard or ride powerful dinosaur steeds as you search through 8 wild and uncharted islands. You'll face poisonous spiders, spitting cobras and a host of guardian monsters that are just waiting for an intruder to snack on! Take off on the adventure of a lifetime in these action-packed games for the NES and Game Boy!

- Crack open hidden eggs for a massive bonus or super shortcut!
- Spectacular graphics and excellent game play highlight the action!

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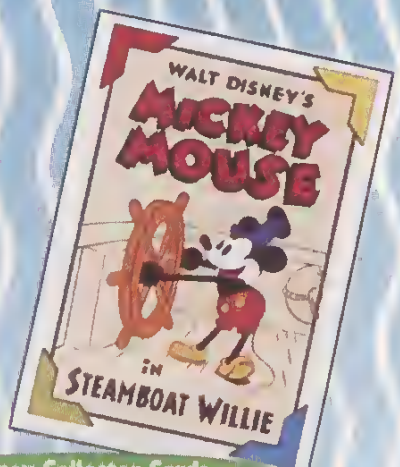
Which do you think are the coolest cards to collect? Send your ideas to:

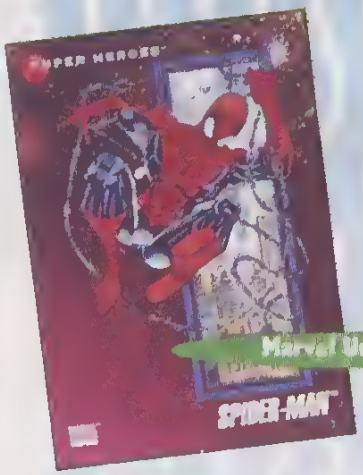
DISNEY ADVENTURES
Card Shark
500 South Buena Vista Street
Burbank, CA 91521-6018.

HOLY HOLOGRAMS!: Everyone's already buzzing about the way-cool holograms in SkyBox's **Marvel Universe III** cards, but there are plenty more where those came from. The second series of **Disney Collector Cards** will feature three different *double-sided* hologram cards. And the **Archie® Comic Cards** series will feature their first multi-image hologram, which will make the image seem animated.



Disney Collector Cards

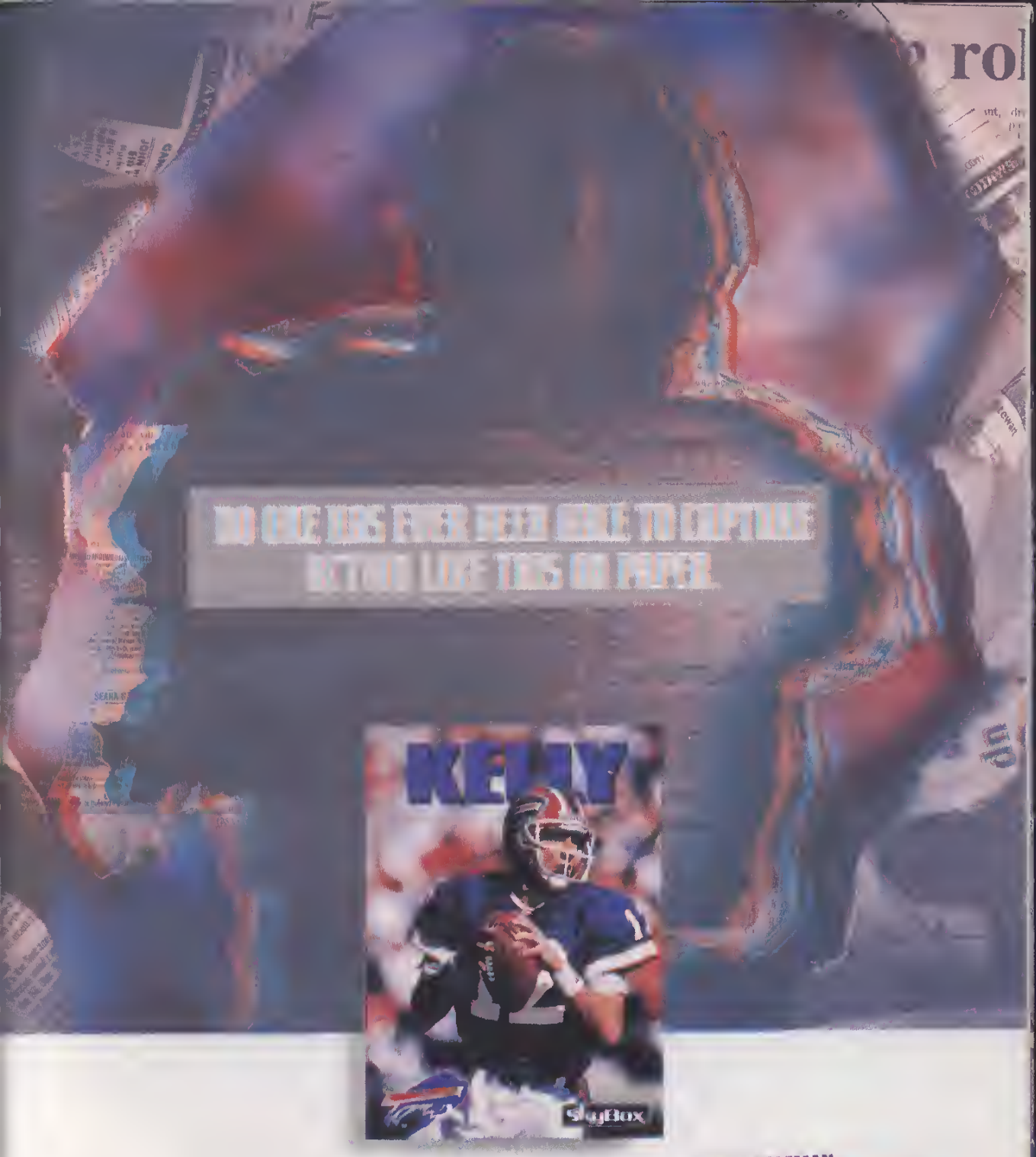
MARVEL'S SECRET: This October, SkyBox will be unveiling the greatest Marvel comics cards yet—The **Marvel Masterpieces™** super-premium cards. There are 100 cards in the set, and five special cards done in a process so secret that even Card Shark couldn't find out what it was.



Marvel Universe III

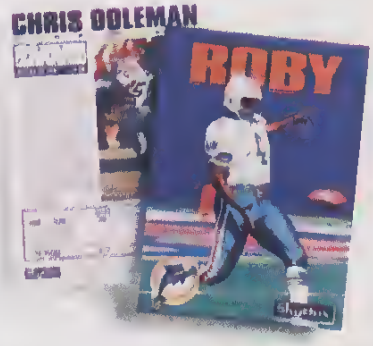
HOT SET: Upper Deck's **Comic Ball IV** set shows football heroes Dan Marino, Jerry Rice, Lawrence Taylor and Thurman Thomas hanging out with Warner Brothers' cartoon characters such as Bugs Bunny and Daffy Duck. TIP: The set's coolest cards are the nine limited-edition holograms, drawn by excellent animator Chuck Jones.

Comic Ball IV



UNTIL NOW.

Nothing gets you closer to the bone-crushing gridiron action than the 1992 Impact™ Series from SkyBox. This powerful series is packed with explosive subsets, holograms, autographed cards, unique player position diagrams, and hard-to-find superstars. And there's even a limited-edition Jim Kelly/Magic Johnson card. Only from SkyBox and only where fine cards are sold.



THE IMPACT™ SERIES.

SkyBox INTERNATIONAL ©1992 SkyBox International

Chances of finding an autographed card are 1 in 92,161 Team Players™

BUZZ OFF!

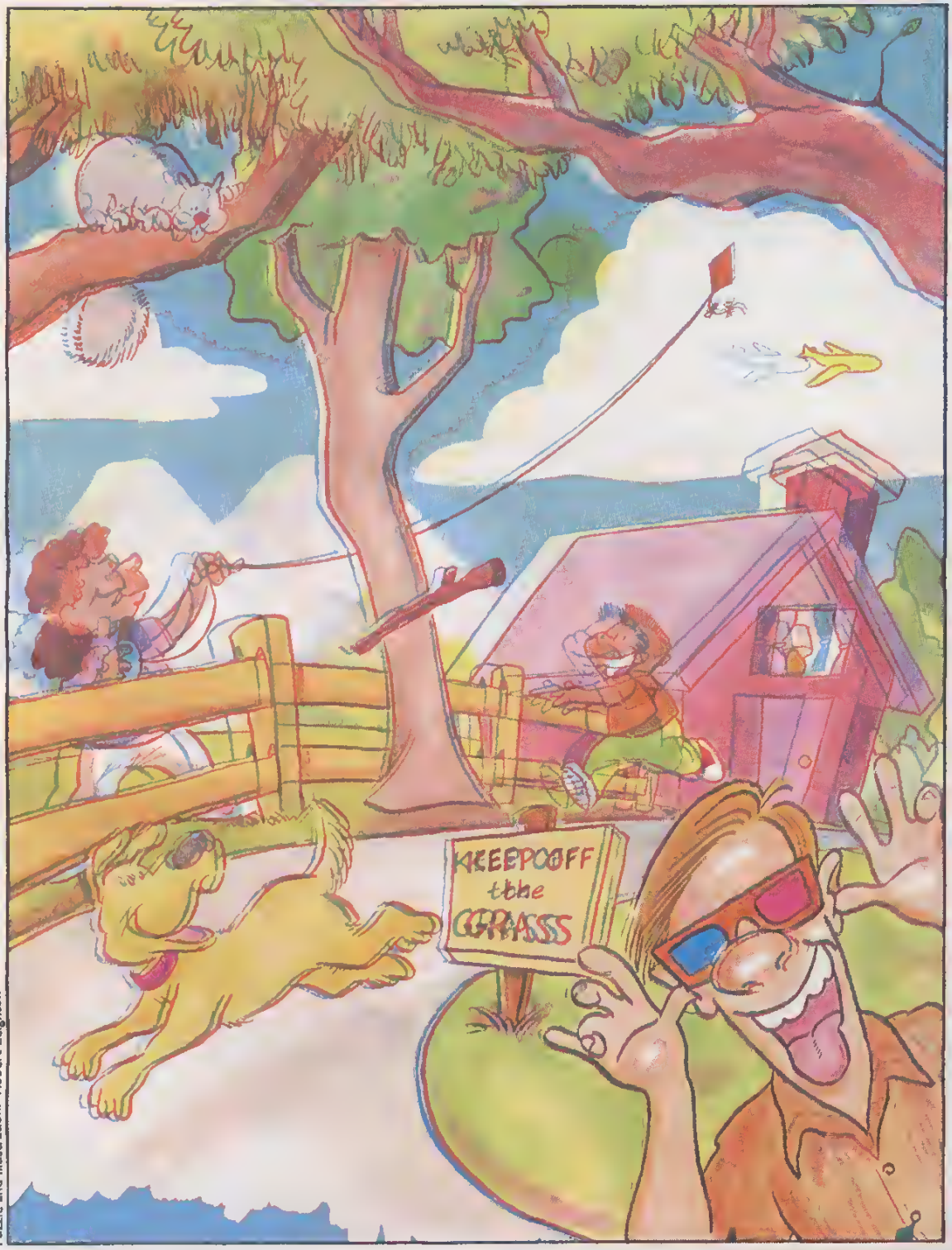
It's a perfect day for a picnic...that is, if you're a bug. If you're the *picnicker*, it couldn't be much worse. Fortunately, this picnicker came prepared, and he's about to show the bugs who's boss. Only one bug will escape his net. To find out which one that is, look throughout this issue for clues. They will tell you which bugs get bagged. If you follow the clues in order, you'll be able to identify the lone escapee. (Then turn the page to find out how you can enter our 3-D contest and win great prizes!)

Puzzle and illustration by Robert Leighton

See answers on page 111.

MISTAKES FROM THE Third Dimension

Are your glasses securely fastened to your ears? You're about to enter a bizarre world—a world where the scenery refuses to obey the laws of 3-D! It's a place where close objects appear to be far away and vice versa! (For example, the stripes on that man's shirt actually float in front of his shirt.) There are 10 other mistakes in the picture. Sharpen your 3-D vision and see how many you're able to spot.



Puzzle and illustration: Robert Leighton

See answers on page 111.

DISNEY ADVENTURES 3-D SWEEPSTAKES

Sponsored by:

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20 **First Prizes:** A super entertainment package, consisting of two video games, "DinoCity" and "Adventure Island Game Boy," and three video movies, "Rockin' with the Chipmunks," "Batmunk" and "Funny, We Shrunk the Adults"

JUST FILL OUT the entry form and write the number of the bug that gets away. Put your entry in the mail by November 13, 1992, and you could win one of these great prizes!

20 **Second Prizes:** An "Alvin & the Chipmunks" T-shirt

200 **Third Prizes:** A fanny pack

To enter the sweepstakes, fill out the form and send it to:
DISNEY ADVENTURES • 3-D Sweepstakes
114 Fifth Avenue, 15th Floor • New York, NY 10011.

Name (Print clearly)

Address

City State Zip Code

( )
Daytime phone number, including area code

/ /
Birth date Month / Day / Year

T-shirt size (circle one) S M L

Number of the bug that gets away

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OFFICIAL RULES

NO PURCHASE NECESSARY. MUST BE AGES 6 - 15 TO ENTER.

1. On an official entry form or on a plain piece of 3" X 5" paper, hand print your complete name, address (including zip code), telephone number (including area code), birth date, T-shirt size and the number of the bug that gets away. Correct answer not required for entry, except in Canada. 2. Mail your completed entry form with first-class postage affixed in a hand-addressed envelope to DISNEY ADVENTURES, 3-D Sweepstakes, 114 Fifth Avenue, 15th floor, New York, NY 10011. Entries must be postmarked by November 13, 1992. Not responsible for lost, late or misdirected mail. Enter as often as you wish, limit one entry per envelope. No mechanically reproduced entries permitted. Entries become the property of Disney Magazine Publishing, Inc., and will not be returned. 3. Winners will be selected in a random drawing on or about December 1, 1992, from all eligible entries postmarked by November 13, 1992. 4. Sweepstakes open to residents of the United States and Canada (excluding Quebec), who, as of November 13, 1992, are ages six to 15. Employees of Disney Magazine Publishing, Inc., its parent or affiliated companies, their advertising and promotion agencies, and the families of each, are not eligible. Void in Puerto Rico, Quebec and where prohibited by law. All federal, state and local laws and regulations apply. The odds of winning depend upon the number of eligible entries received. 5. The winners will be notified by mail. Return of any prize notification as undeliverable will result in disqualification and an alternate will be selected. Limit one prize per family/household. No substitution or transfer of prizes permitted. All federal, state and local taxes on prizes are the sole responsibility of the winners' parents/legal guardians. Acceptance of a prize constitutes permission to use the winner's name and/or likeness for advertising, trade purposes and promotional use without further compensation. All prizes will be awarded. 6. PRIZES: 20 FIRST PRIZES: Two video games, "DinoCity" (approx. retail value $49.95 each) and "Adventure Island Game Boy" (approx. retail value $29.95 each) and three videos, "Rockin' with the Chipmunks," "Batmunk," and "Funny, We Shrunk the Adults" (approx. retail value $12.99 each); 20 SECOND PRIZES: an "Alvin & the Chipmunks" T-shirt (approx. retail value $10.99 each); 200 THIRD PRIZES: a fanny pack (approx. retail value $4.95 each). 7. For the names of winners, available after December 10, 1992, send a separate, self-addressed, stamped #10 envelope to DISNEY ADVENTURES, 3-D Sweepstakes, 114 Fifth Avenue, 15th floor, New York, NY 10011.

Illustrations: Steven Stewart

Jokes AND Riddles

Q: Why do birds fly south in the winter?
A: Because it's too far to walk!
Pearl D.
Peebles, OH

Q: What do ghosts eat for breakfast?
A: Scream of Wheat
Ryan Deutchman
North Edison, NJ

Q: What did the girl volcano say to the boy volcano?
A: "Do you lava me like I lava you?"
Veronica Peel
Met, LA

Q: What do you call a sleeping bull?
A: A bull-dozer
Edwin Duenas
Los Angeles, CA

Q: What goes up stairs on its head?
A: A tack in your shoe
Crystal Bennett
Shelby, NC

Q: What did the clock's big hand say as it passed the little hand?
A: "See you in an hour."
Lauren Odom
Burnsville, MS

ANSWERS

THIRD DIMENSION

1. The sun is in front of the tree.
2. The plane is "inside" the cloud.
3. The tree in the center of the page looks closer than the other two branches.
4. The bottom half of the tree (below the stick) is closer than the top half.
5. The kite is flying toward us, not away from us.
6. The lettering on the "Keep off the Grass" sign is "inside" the sign, not painted on it.
7. The man's nose is "inside" his head.
8. The squirrel's tail is as close to us as his head, even though it's behind the tree.
9. The fence rail above the dog's head is hovering in front of the post.
10. The house's window is not on the front wall of the house.

BUZZ OFF!
Insect #10 gets away.

Coming Up in the Next

Disney Adventures

FROZEN FRONTIERS

There are places so cold that oil turns thick as wax and screwdrivers freeze enough to break. Zip up your parka and join our coolest Big Adventures.

What happens when the Troll family meets the stars of "BH,90210"? You'll find out in this way-cool photo comic!

Aladdin

A magazine genie granted D.A. three wishes, and one of them was fulfilled: We got to go behind the scenes of the awesome animated movie, ***Aladdin***. As for our other two wishes? Funny, but we can't seem to find that genie....

For The Love of Pete

It's an icy adventure for Scrooge, Launchpad and the boys as they search for Pancake Pete, maker of the world's greatest pancakes.

BLADING

Meet four star skate kids who've mastered stunts, speed and dancing on wheels.

ON SALE AT NEWSSTANDS EVERYWHERE ON NOVEMBER 3!

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The Muppet Christmas Carol

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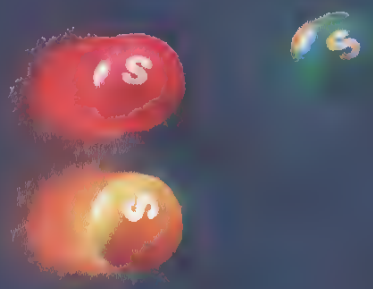
possible fruit flavor combinations
in every bag of SKITTLES.



Here's one now!

FIND YOUR FAVORITE COMBINATION. TASTE THE RAINBOW OF FRUIT FLAVORS.